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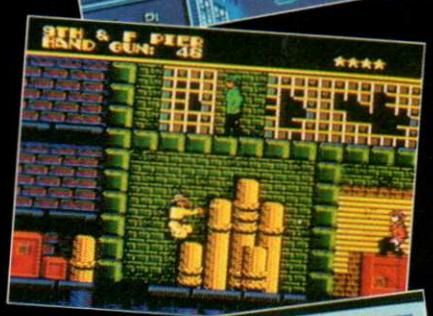
DICK TRACY THE MOVIE

Guess who's coming to the big screen? Well, if you guessed the bravest, smartest, and most popular comic strip crime-fighter ever, the only man tough enough to take on gangster boss "Big Boy" Caprice and his band of menacing mobsters, the Legendary police detective Dick Tracy, you're right! Walt Disney's comedy-adventure features Warren Beatty as the one and only Dick Tracy–out to stop organized crime in the big city.

It's an all-out war between Big Boy and his marauding mob, including the likes of Flattop, Pruneface, The Rodent, and Itchy. In order to continue his racketeering activities Big Boy's got to eliminate his law-enforcing opponent once and for all. And so he devises an elaborate scheme to frame Tracy for murder and undermine his integrity as an officer of the law.

What next? Would you believe a mysterious and faceless villain known as The Blank? How will Dick stop Big Boy and The Blank? How will he restore his good name? Where will it all end? Head to a theater near you to find out!

DICK TRACY THE GAME



As ace detective Dick Tracy pores over the crime files and mug shots piled on the desk in his dimly lit office down at police headquarters, he realizes there's only one conclusion...the recent crime wave is the work of Big Boy Caprice. And so begins Bandai's version of Dick Tracy for the NES. In this one player action/strategy title you put on Dick Tracy's trench coat and hit the streets in search of Big Boy, Itchy, Flattop, and the rest of the gang. Check your notebook for clues, and scan the mug shots for profiles of the bad guys. Climb into your car and drive to the hideout of the criminal you're after. Once you're there you'll have to fight your way through an assortment of Big Boy's thugs while collecting energy, more powerful weapons, and evidence to make your case stick. Capture a criminal and you can either arrest or interrogate him for more clues. Once you've rounded up the entire gang you're after Big Boy himself. "Calling Dick Tracy, Calling Dick Tracy." Get going–they're calling your name!

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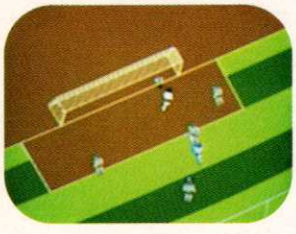

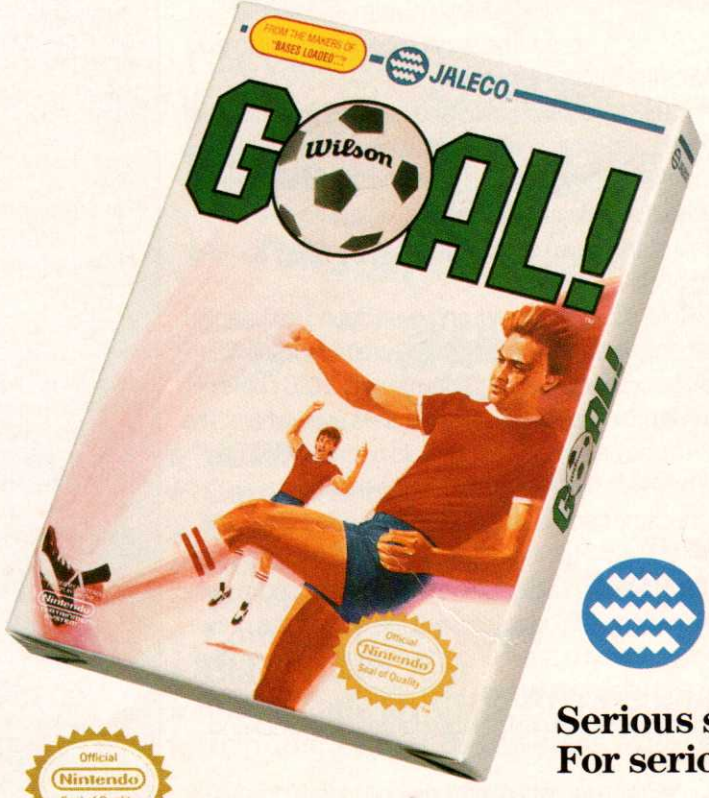

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Cowabunga!!

By the GamePros

They're on T.V., the big screen, the shelf of every store in town, and number one on every kid's wish list. Teenage Mutant Ninja Turtles – the hottest thing to hit the U.S. since pizza! But where did they come from? Not, contrary to popular belief, from the sewer. These engaging amphibians are the products of the combined creative genius of Kevin Eastman and Peter Laird. The story of how they came to exist is as entertaining as the Turtles themselves.

It seems that back in 1983 the likes of ninjas and teenage mutants were hot in comics. Eastman and Laird, both comics fans, were sitting around one evening watching T.V. Just for fun they sketched a turtle with nun chuks in hand. Then they decided to make the turtle a teenage mutant. Instead of tossing this idea in the trash can the two decided to develop a story line and produce their own comic book.

Eastman and Laird wrote, drew, published, and even bound and stapled their very first issue of Teenage Mutant Ninja Turtles. The premiere issue was black and white with a two color cover. Their first print run was 3,000 copies. To advertise the comic the enterprising duo sent press releases everywhere. The news wire picked up the release and the first edition sold out instantly. It has since been reprinted five times and the rest, as they say, is history!

Eastman and Laird became Mirage Studios and after hooking up with Surge licensed the Turtles to Playmates to produce a line of Teenage Mutant Ninja Turtle toys. These now famous plastic Turtle toys were released in conjunction with five half hour cartoon episodes featuring the adventures of the teenage turtles. Needless to say the pizza-munching mutants captured the imaginations of kids (big and little) everywhere. Their latest escapade includes a romp on the big screen which had the third largest first-weekend take in the history of movies.

What next? Well, GamePros everywhere are enjoying video versions of Teenage Mutant Ninja Turtles – in the arcades, for the NES, and now, for the Game Boy (see our ProView in this issue). And there have also been others who tried to capitalize on the Turtle madness with ideas of their own. For example, Adolescent Radioactive Black Belt Hamsters, Geriatric Gangrene Jujitsu Gerbels, and Samurai Penguin. Sounds off the wall, but no stranger than Teenage Mutant Ninja Turtles. And the moral of this turtle tale? Follow your dreams, believe in yourself, and go for it! You never know!

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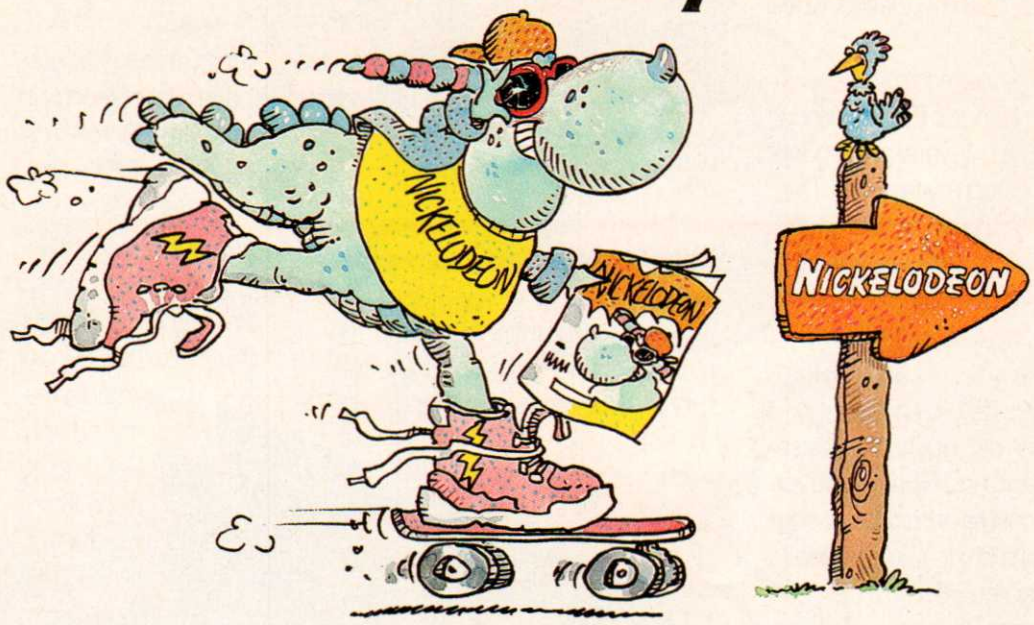

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TA3 NB

And Now A Word From Our "Big Kid" Readers

Let me start off by saying that I love your magazine and I always look forward to buying each new issue. Keep up the good work.

This past Christmas my wife bought me a Nintendo Entertainment System and I own several great games (Tecmo Bowl being my favorite). The reason I'm writing is because I have fallen in love with the Sega Genesis and the TurboGrafx systems. How can I get one without disappointing my wife? I had asked her for an NES for about two years before I got one. Please help me out, guys. Also, pass the word to Sega and NEC. Whoever puts out the most sports titles will earn my business. I'd like to see a football title similar to Tecmo Bowl. I'm tired of "monster" games.

Ken Stover, Gainesville, GA

(A quick survey of the office came up with the following suggestions: Buy a Genesis or TurboGrafx, wrap it, and pretend someone gave it to you as a gift. Or, perhaps you could suddenly "win" the system in a raffle. Another idea is to give your wife a Genesis or TurboGrafx for her birthday! But our best suggestion is just to tell her the truth –you need both systems to take advantage of all of the great games available. After all, the family that plays together stays together, or something like that. - Ed)

I am a 39 year old "kid" and a true "vidiot" at heart. Your column in the April issue regarding adult involvement in video game playing was excellent!

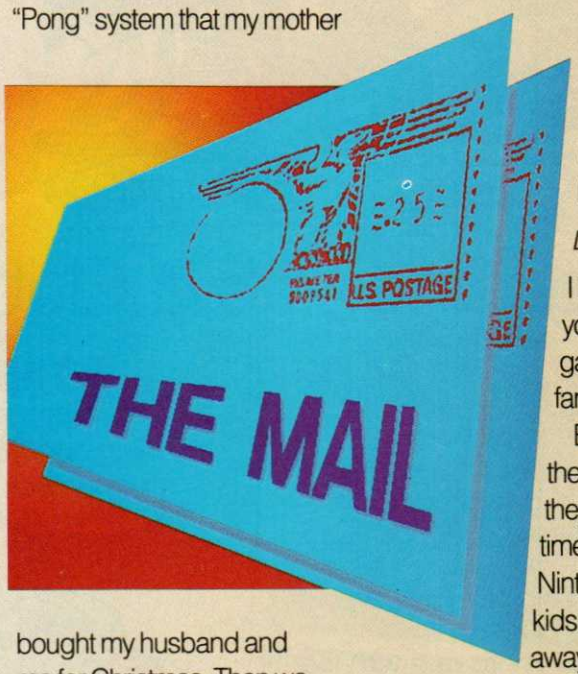
I've read all of the current mags including the ones that concentrate on PC games and I, in many ways, prefer yours.

I own the Atari 2600, the Coleco system, Intellavision, Sega Master System, and now Genesis. I've got about twenty years of gaming experience (Remember Pong!) and soon hope to be a video game creator.

The only change I'd like to see in your magazine is the inclusion of more actual game graphics and general overviews of the visual art of video game graphics. Please continue to keep an open mind to any and all new and old video game systems and software because there will never be another drought of public interest in video gaming again. Working on the "Mother Brain" presently.

Mike Zito, Houston, TX

I am a 33 year old "kid" and mother of two. I have been an avid video game player since they first appeared. Ten-plus years ago I began with the old "Pong" system that my mother



bought my husband and me for Christmas. Then we moved up in the world to the Atari 2600. I still have the system and my daughter has it hooked up in her room. The box still has the price tag on it– $153.88! Potential buyers of today's systems should be aware of the immense improvements that game systems have undergone without the price rising that much! There's absolutely no comparison between my Atari and the Nintendo that I bought for $99! But I still love my old Atari, too!

Anyway, I'm getting ahead of myself. My second machine was the wonderful Atari 7800. Then, in January 1989 I finally purchased the Nintendo after hearing so much about it. I am totally addicted to the system and to game collecting. My current game library consists of 33 cartridges for the 2600, 20 for the 7800, and 51 for the Nintendo.

I have seriously considered purchasing one of the 16-bit systems, but the Nintendo is a great system and I have a lot of money invested in it–well over $2,000. I also have the Power Pad, the Power Glove, the Advantage Joystick, two sets of different joysticks, and two joyball controllers.

I presently subscribe to five different game magazines and I must say that I rate GamePro number one. Your magazine is beautifully illustrated and I have problems keeping my 1 1/2 year old away from it! Thanks for an excellent magazine that both little and "big" kids can enjoy!

Dixie G. Sanders, Irving, TX

I have to write you first to say your mag is the greatest and the game coverage is super fantastic.

But I want to say that all of these young "kids" who think they're the best really get to me at times! I'm 54 years young, own a Nintendo System, and my grandkids really have trouble getting it away from me!

I'm an adventure game addict who has finished Ultima, Zelda (1st and 2nd Quest without dying once), Adventures of Link, Dragon Warrior (four days), Gauntlet, Strider, Castlevania I and II, Wizards and Warriors, Battle of Olympus, Magic of Scheherazade, Mystery Quest, Shadowgate, Faxanadu (three days), Guardian Legend, Duck Tales, Metroid, Dr. Chaos, Monster Party, and Willow. I also love puzzle games – I have beaten Solomon's Key, Lode Runner, Bomberman, reached level 47 (one at a time) on Crystal Mines, and beaten Lolo I. I'm currently at Level 7-1 in Lolo II. I also love Chessmaster – a real challenge as is Archon.

Continued on Page 17.

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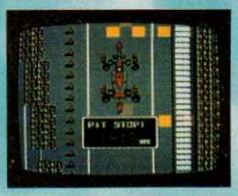

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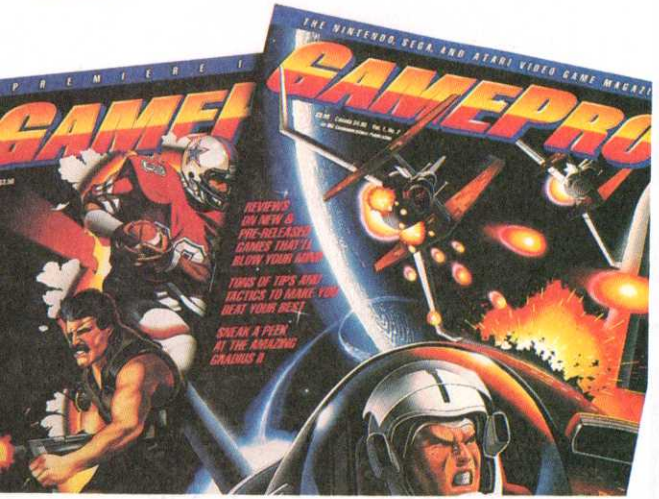

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However, my all time super favorites are Koei's games – Nobunaga's Ambition, Romance of the Three Kingdoms, and Ghengis Khan. These games have to be the ultimate challenge to your mind and reasoning powers.

I just wanted to let you know that there are those of us past 50 who love the games as much or more than kids!

Phyllis Brittain, McKinleyville, CA

I recently played Super Mario Brothers for the first time, and then I ran out and bought a Nintendo for my 31st birthday present to myself!

My husband thought I was going crazy, but now we both sneak downstairs to play the game after our five year old daughter goes to bed!

I bought your magazine to see if there were any tips for Super Mario Brothers, but didn't find any. It would really be nice for those of us who are newer gamers if there were a ProTip section for the older games. I know there are so many new games, but the classics deserve their time in the magazine, too!

I love your magazine even though I have a limited game collection right now. I find all of the Protips informative, and I read GamePro from cover to cover.

Donna Erickson, Kearny, NJ

(Hey, older GamePros, thanks for coming out of the closet! It's great to hear your stories. In fact, we enjoyed it so much that we'd like to invite any GamePro anywhere to write in and tell us why you're a GamePro. Send a snap shot of yourself and if your story catches our eye you might just find yourself on the pages of GamePro magazine! Also, please write and tell us what you think of Donna's suggestion to add a section for older game tips to the magazine. - Ed)

TurboGrafx Scores

I am writing to you about your ProChallenge section of GamePro. It seems that you include Nintendo, Sega, Atari, and now Genesis, but what about the TurboGrafx? I'm sure that there are a lot of Turbo GamePros out there like myself who would like to send in their high scores. So couldn't you add a section to your ProChallenge Board for the Turbo? I'm sure it would be most appreciated!

Ken Shulin, CoraoPolis, PA

(You've got it! Turbo fans, send us your scores and we'll start the TurboGrafx ProChallenge in the next issue of GamePro! - Ed)

From the Rumor Mill

I think GamePro is great! I was wondering if Nintendo is making a color Game Boy? My friends tell me there's one out in Japan. I plan to buy a Game Boy but if they're coming out with a color unit maybe I'll wait for that.

Richard Nelson, Rochester, MI

(How long are you willing to wait? We haven't heard about a color Game Boy just yet, although we have heard rumblings of a portable Famicom in development, which plays regular game carts. We bet that technology shows up in the U.S. before a color Game Boy. In fact, Minnesota-based BDL Enterprises has demonstrated a prototype NES-compatible portable to Nintendo (see ProNews, May, 1990). But that nifty device is on indefinite hold, and the word on the streets is that the Big N is toying with the idea of producing its own unit. - Ed)

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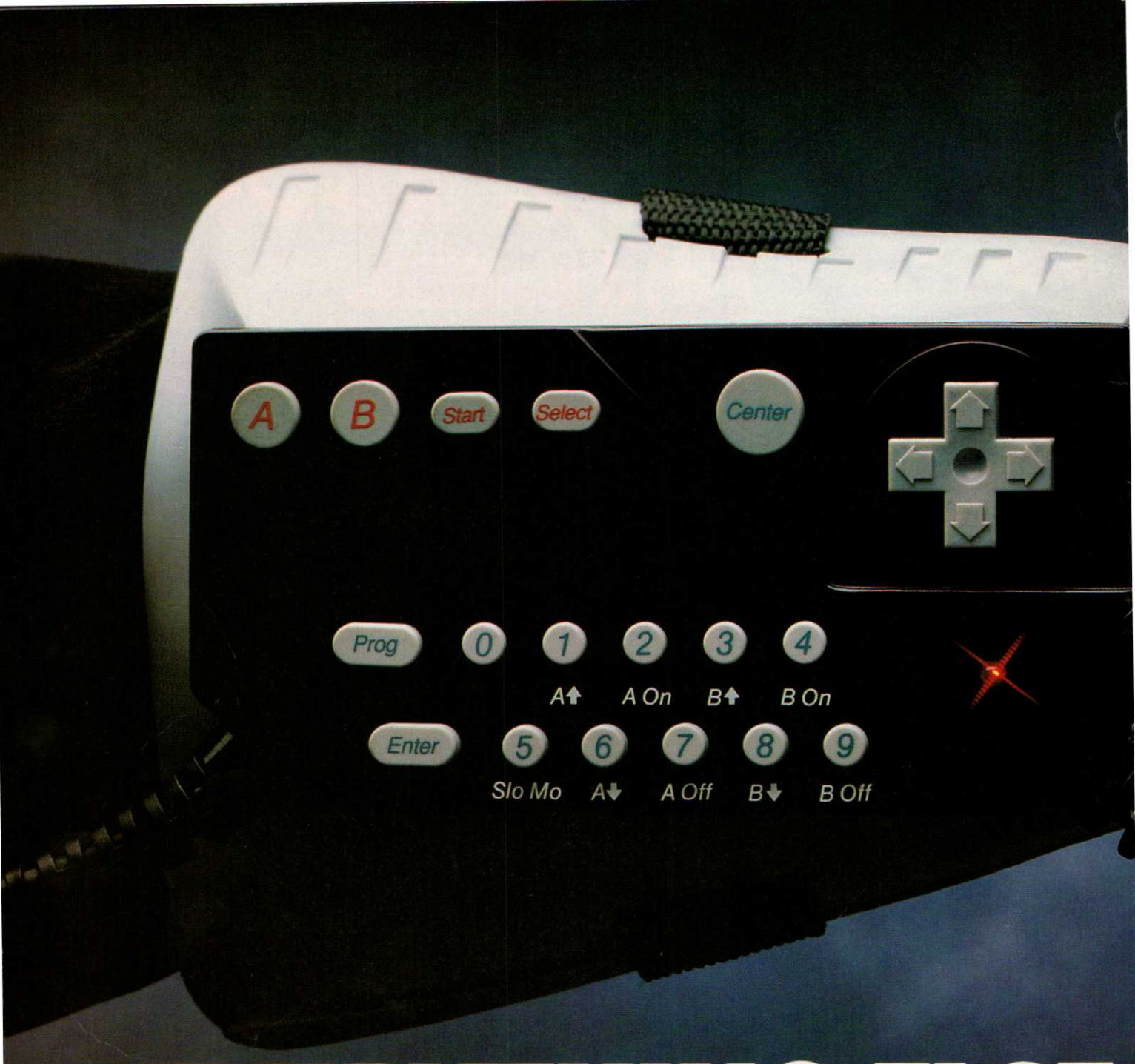

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The Cutting Edge

The SuperCartridge

By The Whizz

Computer in a Cartridge

Even if you haven't played with a Genesis or a TurboGrafx, you NES gamesters who are GamePro regulars have a notion of what you're missing. Should you or shouldn't you spring the big bucks for that 16-bit system? It's a tough decision that just got tougher.

Color Dreams is upping the ante in the cartridge wars with a totally new type of NES cart called the SuperCartridge, a Nintendo-compatible game cart with the potential to break through to a brave, new world of NES graphics, sound, and gameplay.

The SuperCartridge contains an independent 8-bit Z-80 microprocessor that shakes hands with the NES's own 8-bit processor to double your gameplaying power. Hmmmm, 8 plus 8 makes 16, but you can sit back down, team. The SC doesn't mean 16-bit (read Genesis and TurboGrafx) quality NES games. It does, however, mean potentially outrageous NES games!

A Blast from the Past

Maybe you can't teach old dogs new tricks, but old microprocessors are something else. The Z-80 is no Bow-wow, even though it's a charter member of the Personal Computer Hall of Fame. It's the same brain that powered the venerable Radio Shack TRS-80 PC and a crateload of CPM machines.

The Z-80's definitely got the power to kick NES gameplaying up a notch. Color Dreams isn't promising games with higher resolution, but you're guaranteed a steady diet of handsome full bit-map graphics, rainbow colors, and gigantic sprites.

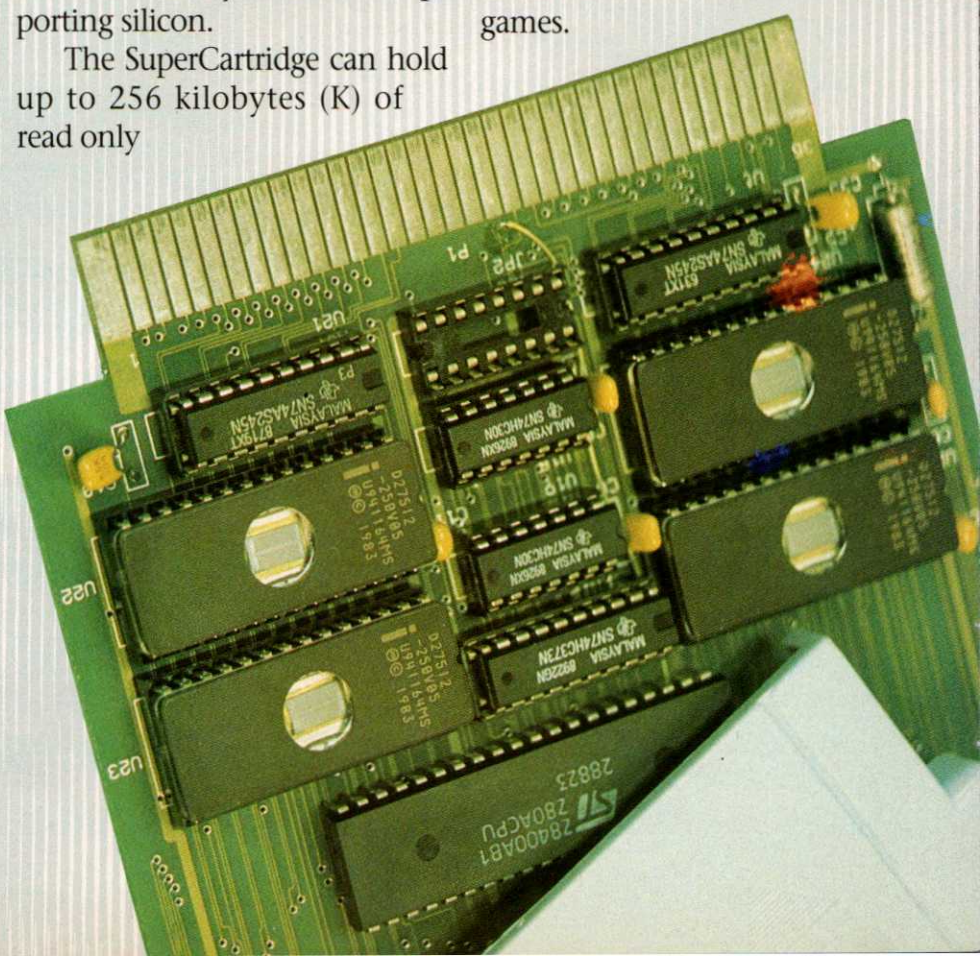
Thanks for the Memory

The Z-80's got the brains, but it needs some microchip brawn to perform its processing magic. Color Dreams plans to pack the SC with a hefty chunk of supporting silicon.

The SuperCartridge can hold up to 256 kilobytes (K) of read only memory (ROM) to enable programmers to draw radical graphics and compose monster digitized sounds. That's roughly 10 to 12 times more than Super Mario Brothers 2.

That ROM teams up with 64K of dynamic random access memory (RAM) shared between the Z-80 and your NES to process video signals. RAM is the key element that enables your games to move and groove by choreographing the animation, painting colors, and orchestrating sounds. A typical NES cart has in the neighborhood of 1K RAM, although 1- and 2-megabit carts are beginning to make an appearance.

Even if you aren't into chips and you didn't get an "A" in math, it doesn't take much to figure out that the SuperCartridge's got the numbers to tab down some awesome games.



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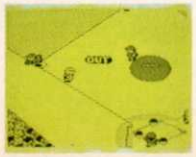

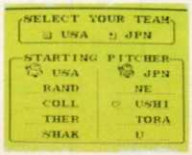

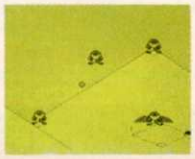

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What You See

All that hardware enables the SC to churn out excellent colors and graphics. The SuperCart can juggle two pages of onscreen graphics to produce real time animation. This means NES games that project bit planes, those moving bands of graphics that you see racing across the background in 16-bit games and coin-ops. Get set for games with pseudo 3-D effects for deep background detail and humongous monsters and bosses since sprites will be able to stretch across several planes.

Probably the SC's niftiest trick is replacing Nintendo's character-oriented graphics with pixel-mapped graphics. Pixels are the tiny dots that make up a TV picture. The SuperCart can control the color in each pixel, which translates into extra finely-tuned NES color and more graphic detail.

Sounds Good

NES gamesters usually rely on their imaginations to decipher what a character is saying or what a sound effect is trying to mimic. The SC should clear up the NES's speech impediment by compressing more data into a whopping 32 kilohertz (KHz) audio sampling rate. By comparison a telephone operates at 3 Khz, a TV produces 4-5 Khz, and the NES manages 4 Khz. Thirty-two kilohertz is practically hi-fi and compact disc quality sound!

Obviously, your TV speakers can only handle so much. But laser blasts, howls, just plain vocals, you name it should finally be frighteningly clear and distinct. (Now, will someone please can the dweeb music for some happenin' tunes?)

Yeah, But What About the Games?

The SuperCartridge prototype is making the rounds at Color Dreams' labs. But according to CD, SuperCartridge games may appear on store shelves as early as September of this year. The first title through the chute will likely be Hellraiser, a fantasy arcade adventure based on Clive Barker's movie and the Marvel comic book of the same name. Color Dreams will do original programming for the cart as a showcase for the new SuperCartridge format. We're not sure we're ready to view the LeMarchand Cube's grisly surprises in sizzling color, but we can't wait to take a peek at the Cenobites.

Next up will probably be Storm Lords from Hewson of London, England. Storm Lords is an arcade-style Amiga game that will be ported over to the SuperCartridge format. In fact, Color Dreams's initial Super-Cartridge offerings will probably feature several Amiga conversions. Storm Lords. will challenge your spell-casting skills in a journey across a fantastic landscape.

How much will a SuperCartridge game set you back? Probably about $60-$75 for the first crop according to Color Dreams. After that, we guess they'll be relatively less expensive.

It's A Super Cartridge!

If the SuperCartridge turns out to be all it can be, NES fans should be prepared for some absolutely dynamite games. Your NES won't suddenly outshine the Genesis or the TurboGrafx, but it will be looking unbelievably better than anything else you've seen so far!

SuperCartridge games definitely are at the top of GamePro's most wanted list. Be here.

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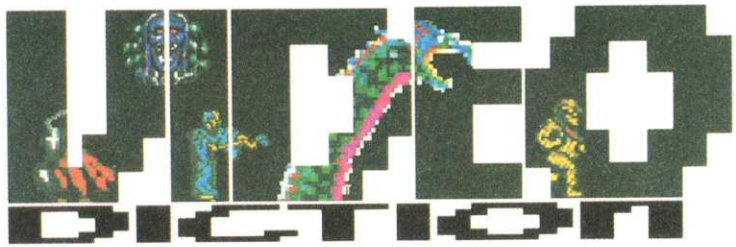

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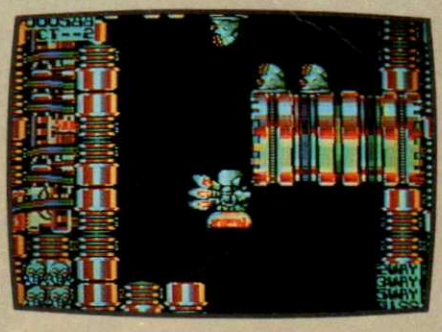

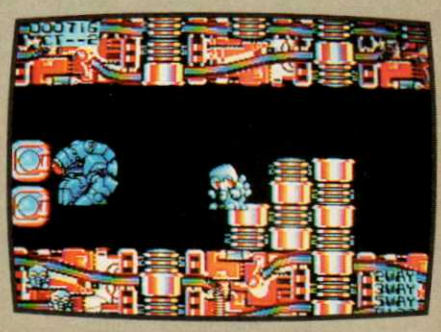

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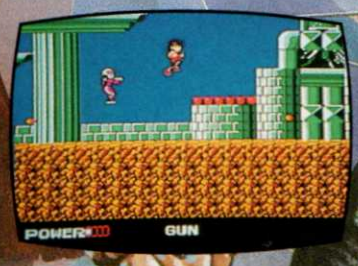

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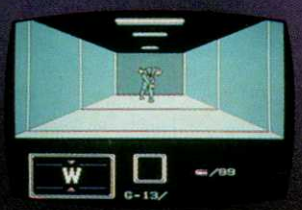

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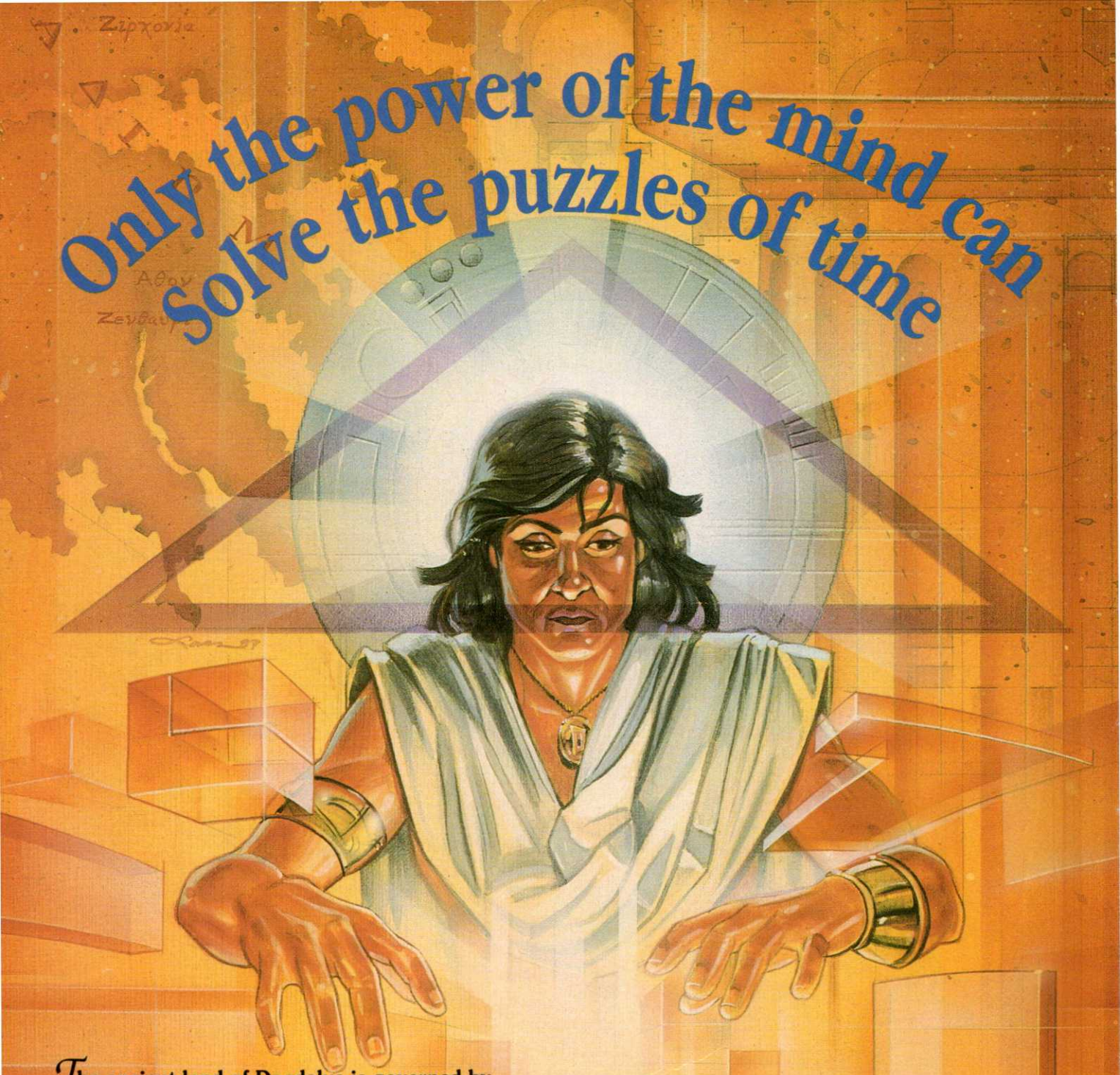

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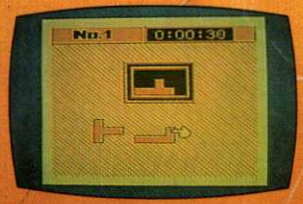

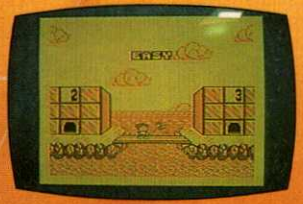

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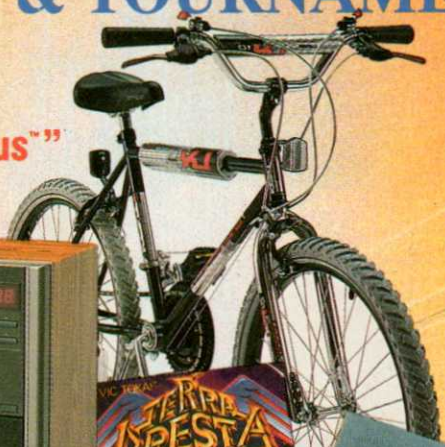

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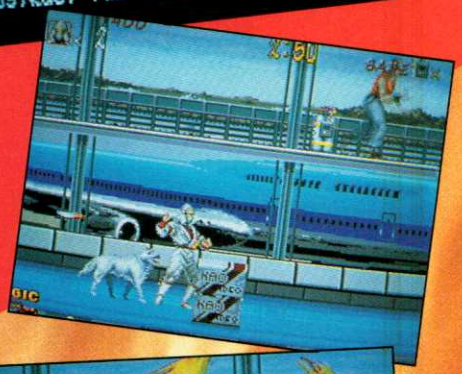
Hot at the Arcades

By Hack 'n Slash

The video bad guys are really in for it this month. Shinobi fans (and dog lovers alike) are dancing in the aisles for the latest installment in the Shinobi saga, Shadow Dancer. ESWAT makes you a one- (or two-) person army in a high-tech war against crime. Crime doesn't pay, but you can still play.



Shadow Dancer (Sega)

Are you tired of terrorists? Joe Musashi is. So once again he dons the grim grey robes of a Shinobi master to wipe out a gang of international thugs.

In Shadow Dancer, Musashi knifes through a terrorist army in four rounds with 15 stages. Race against the clock to neutralize the time bombs in six gorgeous scenes.

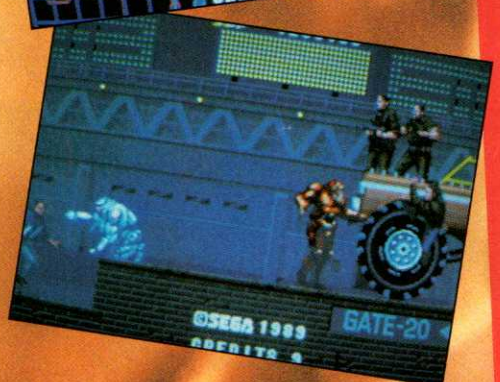
You Shinobi disciples know the routine. You get unlimited shurikens, a katana, and Ninja Magic. But this time Joe's got a canine companion to help attack the really tough villains. When he grabs them, you strike! But if he gets hit he becomes a helpless pup.

You get all the classic Shinobi moves. Jump, duck, spin, and do whatever else it takes. Toss shurikens off-screen to nail bad guys as they appear. Invoke magic to wipe out all terrorists onscreen.

Shadow Dancer's a slick-looking ninja quest with excellent 3-D backgrounds, jumpin' animation, and top-notch audio. Joe can still do it all!

PROTIP: The dog barks when enemies lurk nearby, even if they're off-screen.

PROTIP: Snipers fire three shots, then they reload. Crouching snipers always hit you if you don't get them first.



ESWAT (Sega)

Liberty City's got a crime problem, and you're the solution. You're about to become the ultimate factor in the battle against crime.

ESWAT is a gang buster with a high-tech twist. You start as a rookie beat cop, the newest member of the ESWAT (ESpecial Weapons and Tactics) squad, and blast your way up the ranks till you become an awesome mechanized Super Cop.

You get five rounds and 15 stages. You can go it alone, but two-player games are more fun. Your pistol's effective in Round 1, but from Round 2 on your basic weapon is a wicked Gatling gun. Earn segments of CFR Ceramic Armor and find the Plasma Cannon, the Multi-Launcher, and the Mega-bombs. You'll need it all to mow down an endless horde of vicious gangsters.

ESWAT isn't anything you haven't played before, but the gameplay ranks with the top buddy fighters. The graphics are great, and the intensity's maxed out!

PROTIP: If you run out of ammo, you can punch and kick.

PROTIP: To nail Round 1's boomerang-tossing Boss, jump and shoot over the hostage. Don't forget to duck.

PROTIP: Your armor can take two direct hits, then it's curtains. However, you can replace the damaged pieces.

ARCADE: ALLADIN'S CASTLE
LOS ALTOS, CA

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LightBoy™ for use with NINTENDO® Game Boy®

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The Adventures of GAMEPRO

Chapter 11: TECMO WORLD WRESTLING!

FRANCIS MAO • WRITER/ARTIST
MICHAEL KAVISH • ART DIRECTOR

Previously:

Alex West, a computer hacker and video games fanatic, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. The Video Dimension exists parallel to Earth on a separate electromagnetic plane, and is linked to Earth via all of Earth's electrically oriented mechanisms—such as computers and video games. But, in this dimension, the worlds and elements of video games are a reality!! Zardoth seeks Alex's exceptional video gaming skills to help defeat the menace of the Evil Darklings—a cruel shape-changing race that has overwhelmed the Video Dimension and seeks to launch a secret invasion of Earth by way of the electronic transdimensional bridge created when people play video games. The Evil Darklings influence has trapped Alex in this dimension, and the only way for him to return to Earth is to physically enter various video games, and seek out and destroy all of the Evil Darklings hidden within. To aid Alex's mission, Zardoth has magically bestowed upon Alex the costume and powers of GAMEPRO—the ultimate video gaming champion!

LAST ISSUE FOUND GAMEPRO DROPPED RIGHT SMACK IN THE MIDDLE OF THE CHAMPIONSHIP MATCH IN TECMO WORLD WRESTLING AGAINST REX BEAT A.K.A. "THE BRITISH STAR." ELSEWHERE, SINISTER SCHEMES WERE BREWING ABOARD THE EVIL DARKLINGS' COMMAND SHIP HOVERING SOMEWHERE NEAR THE FRINGE OF THE VIDEO DIMENSION. ON BOARD, THE SUPREME OVERLORD-ABSOLUTE COMMANDER OF THE EVIL DARKLINGS EMPIRE-WAS EXTREMELY INTRIGUED BY GAMEPRO, WHO HAS FOILED THEIR OPERATIONS IN SEVERAL GAME DIMENSIONS. RECOGNIZING THAT GAMEPRO IS AN ALIEN ELEMENT WITHIN THE VIDEO DIMENSION, THE SUPREME OVERLORD BELIEVED GAMEPRO MAY HOLD AN UNKNOWN KEY TO HELP THEM BREACH THE BARRIERS BETWEEN EARTH AND THE VIDEO DIMENSION. HE IMMEDIATELY DISPATCHED STALKER-THE EVIL DARKLINGS' BEST HUNTER AND ASSASSIN TO TRACK DOWN GAMEPRO AND BRING HIM BACK FOR EXAMINATION. MEANWHILE, OUR HERO WAS HARD PRESSED TO FIND HIS WAY OUT OF A CRUSHING SITUATION...!

GOOD GOLLY LADIES AND GENTLEMEN! REX BEAT CLEARLY HAS THIS MATCH IN HIS HANDS! IT LOOKS LIKE HE'S ON HIS WAY TO BEING THE UNDISPUTED CHAMPION OF:

TECMO WORLD WRESTLING

I'VE GOT TO GET OUT OF HERE...!

...I'LL NEVER MAKE IT OUT OF THIS ROUND ALIVE!!

OOMPH!

KRAM

WOW! REX BEAT HAS HIS OPPONENT IN A POWER BOMB CLINCH! NO ONE HAS EVER BROKEN THIS HOLD! HERE COMES THE REFEREE TO START THE COUNT...!

OUCH!

ALEX, TAKE HEED...!

ZARDOTH!? GET ME OUT OF HERE!!

ONE...

THERE IS A QUICK WAY TO REMEDY THIS SITUATION!

HURRY UP AND TELL ME ALREADY!!

TWO...

PRESS THE MIDDLE BUTTON ON YOUR RIGHT WRISTGUARD!

LIKE THIS?

KLIK

...THR--

WHAT?!?

SLAM!

SHRZLAAKKK!

YOU NOW POSSESS THE EQUAL STRENGTH OF YOUR RIVAL! ACT QUICKLY! THIS POWER WILL ONLY LAST FOR A FEW MOMENTS! YOU MUST NOT LOSE IF YOU ARE TO LOCATE THE EVIL DARKLINGS SOURCE WITHIN THIS GAME!
NO PROBLEM!
I FEEL LIKE A MILLION BUCKS!
HOLY COW FOLKS! WHAT A RADICAL CHANGE OF EVENTS! WE'RE IN FOR A DOOZY OF A BATTLE!!
COME ON UGLY! IT'S TIME FOR YOU TO TAKE SOME OF YOUR OWN MEDICINE!
HUH?
NOW THAT THE ODDS ARE MORE EVEN, GAMEPRO IS ABLE TO USE HIS VIDEOGAMING SKILLS AND STRATEGIES TO MAKE SHORT WORK OF THE "BRITISH STAR"!
REX BEAT IS HAMMERED BY A FLYING SHOULDER TACKLE ...!!
HIT HIM HARD AND FAST WITH MY SPECIALTY MOVES!
WHAM!
OUCH! A BACK BRAIN KICK!!
KRAK!
NEVER LET UP! KEEP HITTING!
REX BEAT IS DOWN! HERE COMES THE REF TO START THE COUNT!
POOM!
REX BEAT IS NAILED INTO THE MATS BY A FLYING KNEE DROP!
THIS COULD BE THE MATCH FOLKS!
UH OH! I DON'T FEEL RIGHT!
SOMETHING'S WRONG...
...I'M LOSING MY POWER BOOST!
COME ON, REF!
HURRY UP! I'VE ALREADY PINNED HIM FOR A FULL COUNT!
DING!
I DON'T BELIEVE IT FOLKS! REX BEAT HAS BEEN SAVED BY THE BELL ...!!
NO!

HEY!
WHAT KIND OF REFEREEING WAS THAT!? I HAD HIM!
HEY! I'M TALKING TO YOU!
I SAID I'M TALKING TO YOU!!
ZKTT!
YEOW!
DON'T...!
THE REF IS AN EVIL DARKLING!
CURSES! YOU DISRUPTED MY ARMOR'S CLOAKING CIRCUITRY!
ALL MY PLANS ARE RUINED!
THAT MINDLESS DOLT REX BEAT WAS SUPPOSED TO WIN THE CHAMPIONSHIP BELT! THEN HE WOULD EASILY BECOME MY PUPPET TO RULE THIS GAME DIMENSION!
IT'S ALL A FIX! YOU PURPOSELY DIDN'T LET ME WIN!
WHO IS THIS BLOODY IDIOT IN THE COSTUME?
WATCH OUT REX! THIS GUY IS DANGEROUS!!
REX'S OUTBURST CATCHES THE ATTENTION OF ALL THE OTHER WRESTLERS IN THE TOURNAMENT...
I DEMAND A REMATCH! I DESERVE TO BE CHAMPION!
IS THAT WHY I HAD SUCH A SHORT COUNT!?
WHAT!? A FIX!?
I WANT THE REF'S HEAD!
IT'S TIME FOR PAY-BACK!!
ARE YOU SAYING YOU FIXED ALL THE MATCHES SO I COULD WIN!?!
I DON'T NEED YOUR HELP!!
LET'S GET HIM BOYS!
STAY BACK! YOU DARE ATTACK A WARRIOR OF THE DARKLING EMPIRE?
I WILL DESTROY YOU ALL!
NOT A CHANCE! THERE'S TOO MANY OF US! ONE OF US WILL GET YOU!!
YARGH!!
CURSE YOU ALL!
I SHALL RETURN!
SHKOW!!

WOW! WHAT A SHOW! THAT SPECIAL EFFECTS AND LAGER LIGHT SPECTACLE WAS AS MUCH A SURPRISE TO YOU, AS TO THIS ANNOUNCER FOLKS! LET'S GIVE THE BOYS A BIG HAND !! C'MON!
HUH?
YAY! CLAP CLAP CLAP MORE!
WHAT IN THE BLAZES IS GOING ON HERE?
IT IS TIME FOR EVERYONE TO KNOW...
WHO?
ZARDOTH!
WE ARE HONORED BY THE PRESENCE OF THE HIGH COUNCIL...!
STAND UP MY GOOD MEN... I MUST WARN YOU OF A GRAVE DANGER!
WOW! ZARDOTH REALLY HAS PULL AROUND HERE!
YOU HAVE JUST ENCOUNTERED AN EVIL DARKLING!
THEY ARE A VILE RACE INTENT UPON CONQUERING THE VIDEO DIMENSION!
THEY ARE SHAPE CHANGERS AND EXTREMELY POWERFUL AND CUNNING!
MY AGENT WAS ABLE TO FERRET OUT THE IMPOSTER... BUT NOW I BESTOW UPON YOU ALL THE VISION TO PIERCE ANY AND ALL EVIL DARKLINGS' DISGUISES!
IT IS NOW YOUR RESPONSIBILITY TO PROTECT YOUR WORLD FROM THESE INVADERS!!
THE HIGH COUNCIL SOUGHT TO RID THE VIDEO DIMENSION OF THIS MENACE BY OURSELVES... BUT NOW WE REALIZE WE NEED THE COMBINED STRENGTH OF ALL INHABITANTS OF THE VIDEO DIMENSION!
YOUR WORLD IS FREE FROM DANGER...
...I NOW GO TO LIBERATE OTHER WORLDS FROM THIS PERIL!
WAIT A MINUTE ZARDOTH! WHAT'S TO KEEP THE EVIL DARKLINGS FROM COMING BACK?
DO NOT WORRY... EACH WORLD YOU LIBERATE PERMITS ME TO PROJECT AN IMPENETRABLE BARRIER AGAINST THE EVIL DARKLINGS!
THE TIDE IS TURNING! WE ARE RESCUING THE VIDEO DIMENSION ONE WORLD AT A TIME!
BY THE WAY, WHY DIDN'T YOU TELL ME ABOUT MY COSTUME'S SPECIAL POWERS? IS THERE MORE...?
WE DO NOT HAVE TIME TO DISCUSS THAT... THERE IS A DIRE SITUATION REQUIRING YOUR ATTENTION!
NO! WAIT!
SSHRZZAAK!
MEANWHILE, IN ANOTHER PART OF THE VIDEO DIMENSION... THE EVIL DARKLINGS' HUNTER--STALKER--MAKES AN IMPORTANT DISCOVERY...
SUCCESS! MY PATIENCE REWARDS ME!!
VEEP VEEP VEEP
ZARDOTH'S AGENT HAS JUST TELEPORTED AND NOW I HAVE ESTABLISHED HIS TRAIL!
VROOW!
SOON HE WILL BE MINE!
AT THAT SAME MOMENT, GAMEPRO FINDS HIMSELF TRANSPORTED RIGHT INTO THE MIDDLE OF...
WHERE AM I?
WHO ARE YOU?!
SHRZZAAK!
NEXT ISSUE:
PSYCHO FOX!

Warning: The Foll
Chills, Dizziness And

Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.

Gauntlet®: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Lots of games are available on compact cartridges, with more being developed as we speak.

Blue Lightning™: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.

Plug any standard headset into the Lynx for more realistic 4 channel sound

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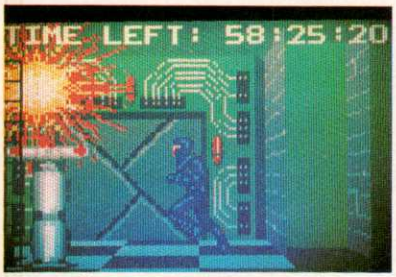
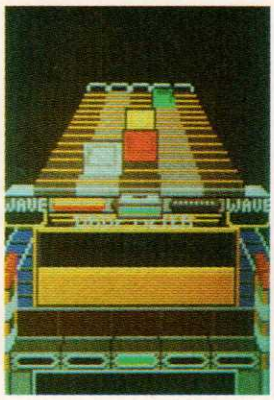
owing May Cause Shortness Of Breath.



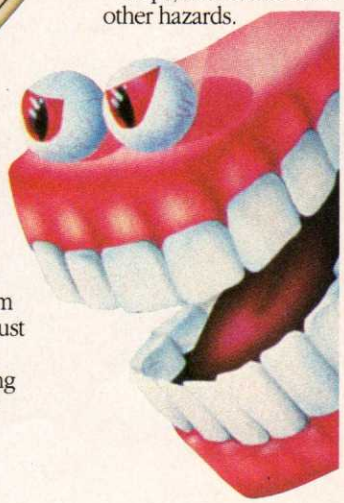
Electrocop™: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.

California Games®: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip's Challenge™: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



KLAX™: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



Connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

The Lynx portable game system is every bit as good as home systems.

It has great color and sharpness like a big screen TV.

It has deep levels of play on popular and new games.

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PORTABLE COLOR ENTERTAINMENT SYSTEM

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PROVIEW

By Gideon

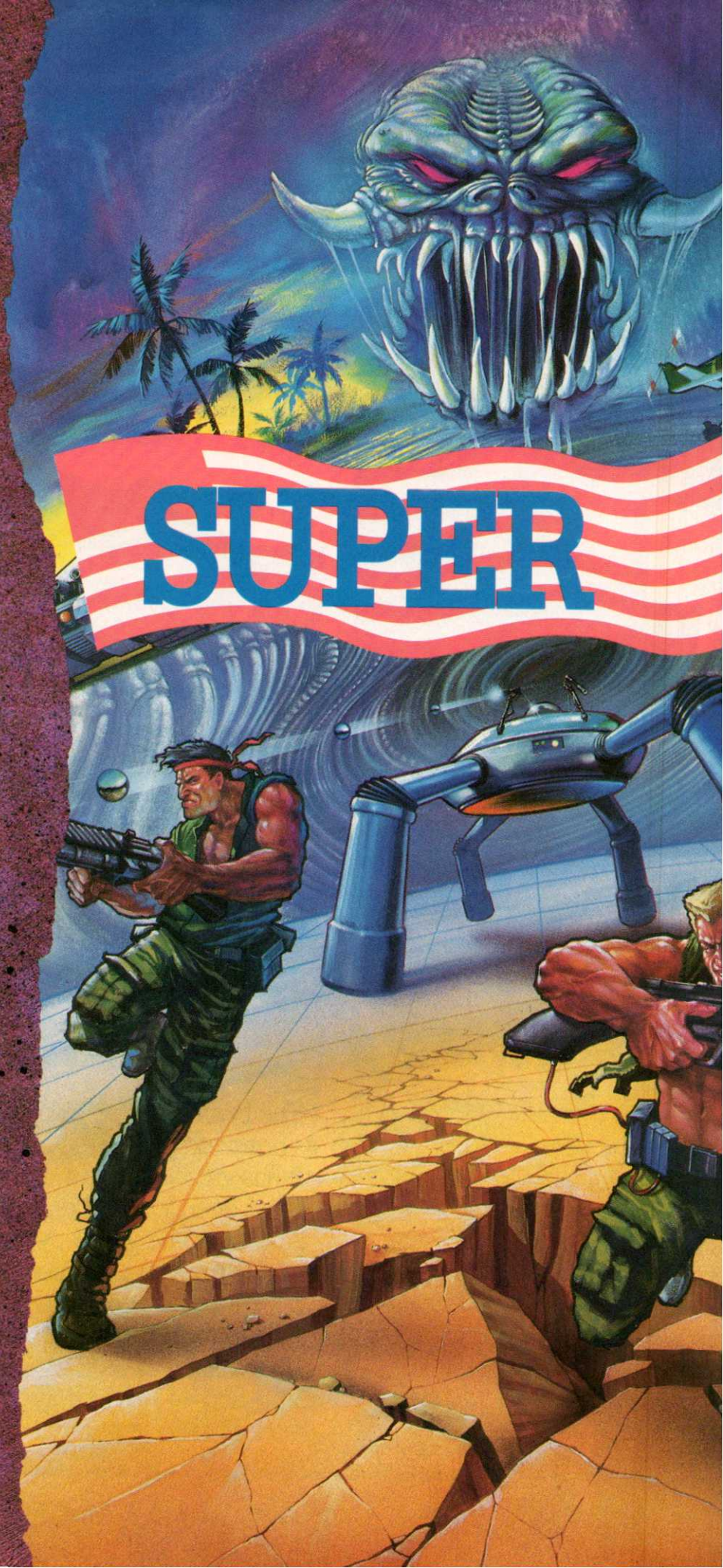
If you thought you'd seen the last of the evil Red Falcon when his island hideout was destroyed in the classic game Contra, think again! Red Falcon escaped to his home planet, and, boy, is he holding a massive grudge against Earth! He's especially hot to get the two heroes responsible for his defeat–Mad Dog and Scorpion. With vengeance in mind Red Falcon searched the entire galaxy and rounded up the nastiest crew of villains he could find. His goal–to mount a second assault on Earth.

This time Red Falcon plans to take over our planet by secretly implanting his galactic warriors into the minds of U.S. Army personnel around the world. Earth's citizens will be defenseless once their military manpower and weaponry are under Red Falcon's control! In fact, the Pentagon just reported that they've lost contact with Fort Fire Storm, where the majority of the nation's nuclear weapons are stockpiled. Has Red Falcon already struck?! Due to the presence of the large amount of nuclear weapons, the Army is hesitant to launch a full-scale investigation. Therefore, they're sending in their top agents, you and a friend (Mad Dog and Scorpion).

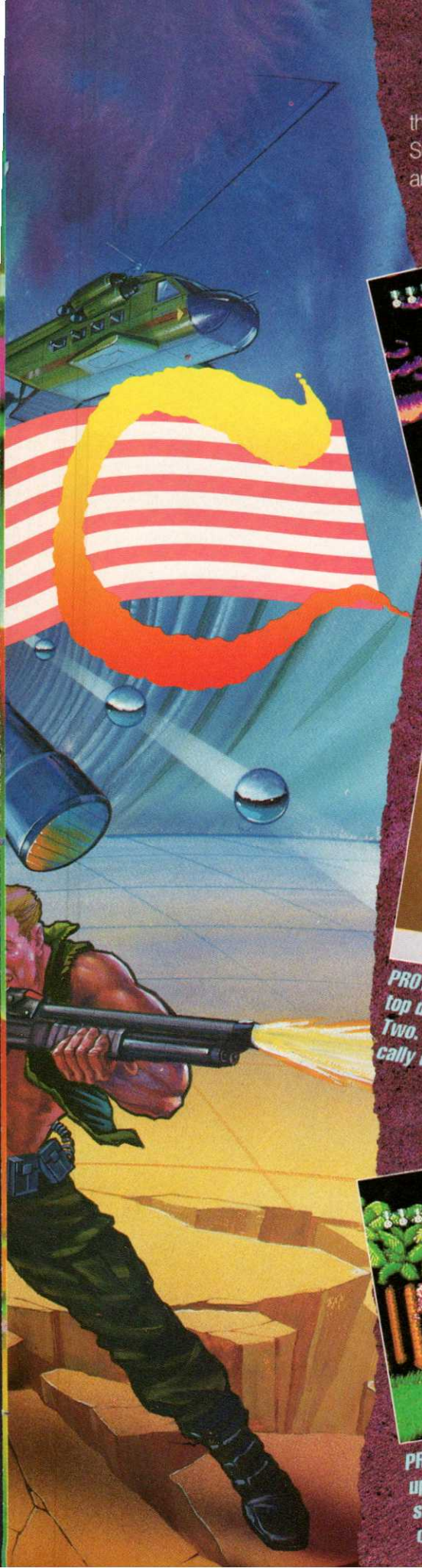
Find the Falcon

If you thought Contra was a blast, wait'll you get a load of Super C! Just as in the original saga you have the option of going after Red Falcon on your own or teaming up with a friend for simultaneous Two Player action.

Blast your way through eight stages (six horizontal and two overhead vertical scrolling) beginning at the gates of Fort Fire Storm and, if you're good enough, ending in the Red Falcon's Palace. Each stage is overrun with Red Falcon's alien sidekicks dressed in sergeant's clothing to confuse you.



Other hideous alien terrors include the Babalu Destructoid Machine, Lip-O-Suction, Jagger Froid, the Spit Soldier, and the Temple of Terror.



PROTIP: Don't waste time turning around to blast villains who sneak up behind you. Keep firing and jump and roll backwards. The bad guys pass underneath you and become sitting ducks when you land.

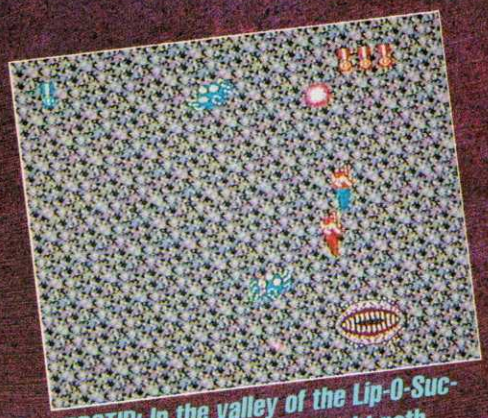
PROTIP: Avoid the Babalu's curvy bullets by jumping on top of it. Jump off as soon as it unleashes its next wave of bullets and then jump back on before he shoots again. Repeat this move several times.

PROTIP: Concentrate your fire at the top driver of the Boss Tank on Level Two. If you destroy him, you automatically destroy the other two drivers.

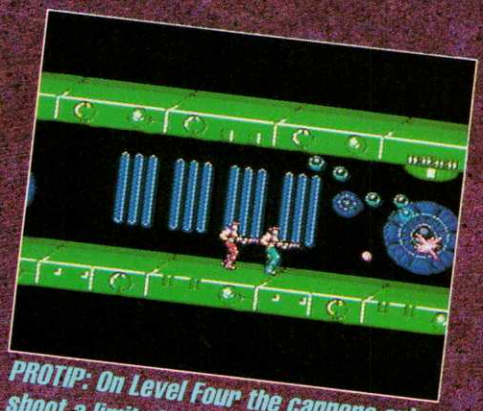
PROTIP: In Level Two the tanks fire in preset patterns and have limited range. Position yourself in between the bullets and you can take out the tanks with ease! Watch out for soldiers sneaking up behind you!

PROTIP: In Level Three shoot straight up to destroy the shower of mortar shells. Jump up out of the way of the ones you miss. They explode on impact.

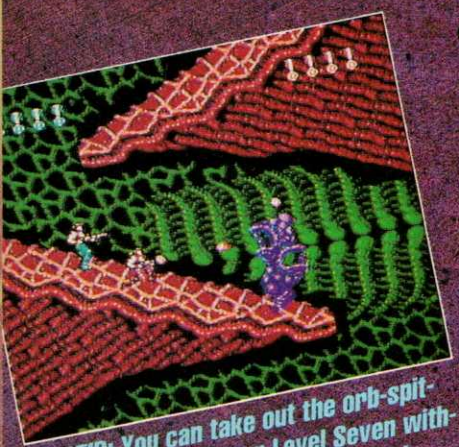
PROTIP: Don't rush through the earthquake zone in Level Three because you can't jump off the sections that fall off the screen. Test the areas ahead of you by jumping from a safe section over the next section and then returning to the safe section. The next section you jumped reacts as if you landed on it.



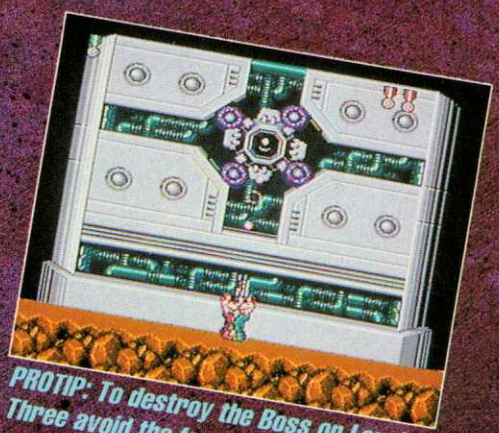
PROTIP: In the valley of the Lip-O-Suction monsters run a straight path near the right side of the screen and shoot directly ahead of you. You'll be able to clear a path and take out the creatures just as they pop up.



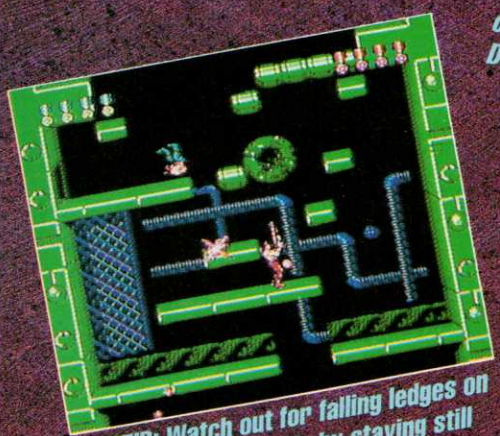
PROTIP: On Level Four the cannons only shoot a limited number of bubbles. Wait and take out all of the bubbles before you try to advance.



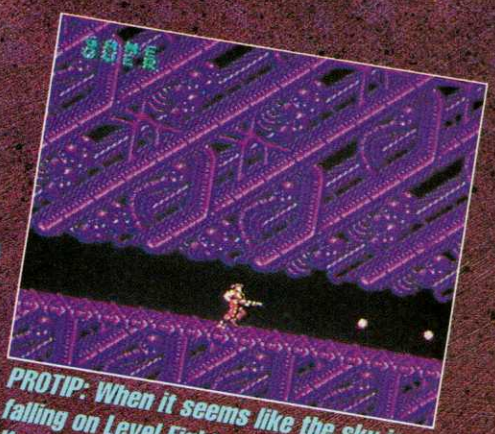
PROTIP: You can take out the orb-spitting fungus sentry on Level Seven without being hit by kneeling down and shooting for its head.



PROTIP: To destroy the Boss on Level Three avoid the four cannons and concentrate your fire on the middle orb. Destroy the orb and the self-destruct.



PROTIP: Watch out for falling ledges on Level Four! Keep safe by staying still and shooting straight up until they stop falling.



PROTIP: When it seems like the sky is falling on Level Eight, it's just a trick. Keep standing and running and you won't be crushed at all!

Some Old Familiar Faces

As you battle the fiendish aliens you can collect all of the old familiar Contra weapons (Machine Gun, Spread Gun, Laser, Flame Thrower, and Rapid Fire) as well as the Mega Shell (which destroys all enemies on the screen) and the Barrier (which gives you limited invulnerability).

PROTIP: Learn to use the right weapon for the job. For example, the Laser fires less frequently than the Machine Gun, but has more power. It may only take three hits to destroy a boss with the laser, whereas it takes 20 hits with the machine gun.

Super C-quel

Strategy? Jump and blast your way through anything and everything in your way until you reach the Red Falcon! Don't worry if you don't make it through–you can continue on any level up to three times.

Don't miss this one shoot-em-up fans! The fast-paced action, detailed graphics, and awesome sound effects make Super C an extremely addictive game. You'll need all your wits and reflexes, if you're going to make it to the final showdown with the Red Falcon. Don't even blink–the fate of our world rests in your hands!!

Super C by Konami ($43.95).

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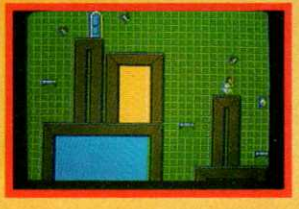
DASH GALAXY IN THE ALIEN ASYLUM

THE MADDEST RACE IN OUTER SPACE!



You're Dash Galaxy, fearless Space Explorer. You've just landed on a strange planet filled with intergalactic lunatics, deadly force fields and dangerous pitfalls. Welcome to the Alien Asylum — it's a real pain in the asteroid!

But hey, they don't call you Dash for nothing. You can jump and run faster than anyone in the universe. And that should help as you blast your way to the Control Complex in search of the alien spaceship — your only hope for escape. But can you find it — before you run out of air? Time to make some tracks and blow this looney bin — because the chase is on and it's out of this world!

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CODE NAME: VIPER

By Slo' Mo

A centipede the size of a hot dog scurries up your leg. Man, do you HATE the South American jungle! But if the war on drugs lasts any longer, you might as well move here.

This time Commander Jones came up with a real winner! Your mission: destroy the powerful Drug Cartel, free captured agents, save innocent hostages, and take down the murderous Drug Lord. Oh yeah, you're hopelessly outnumbered, too.

Great! All you need now is some blue tights, a red cape, and a big "S" on your chest. But you're a professional – it's a dirty job, but it's your job. That's why they call you "Viper".

Mr. Smith Goes to South America

Code Name: Viper from Capcom is a one-player run and gun adventure that pits you against a sinister army of narco-terrorists.

As the mysterious "Mr. Smith" (code name: Viper) you try to crack eight levels of intrigue and mayhem as you infiltrate seven South American hideouts and then flush the Drug Lord from his hidden headquarters. The scenic tour takes you through the Brazilian jungles, up into the mountains of Chile, and through ancient Incan ruins.

Viper pinpoints the South American hideouts.

Most people pay thousands for a trip like this, you ride for free – if you survive. The graphics here are great with sharp background detail. You'll like the look – the characters (sprites) are large, the animation's smooth, and the scrolling action's crisp.

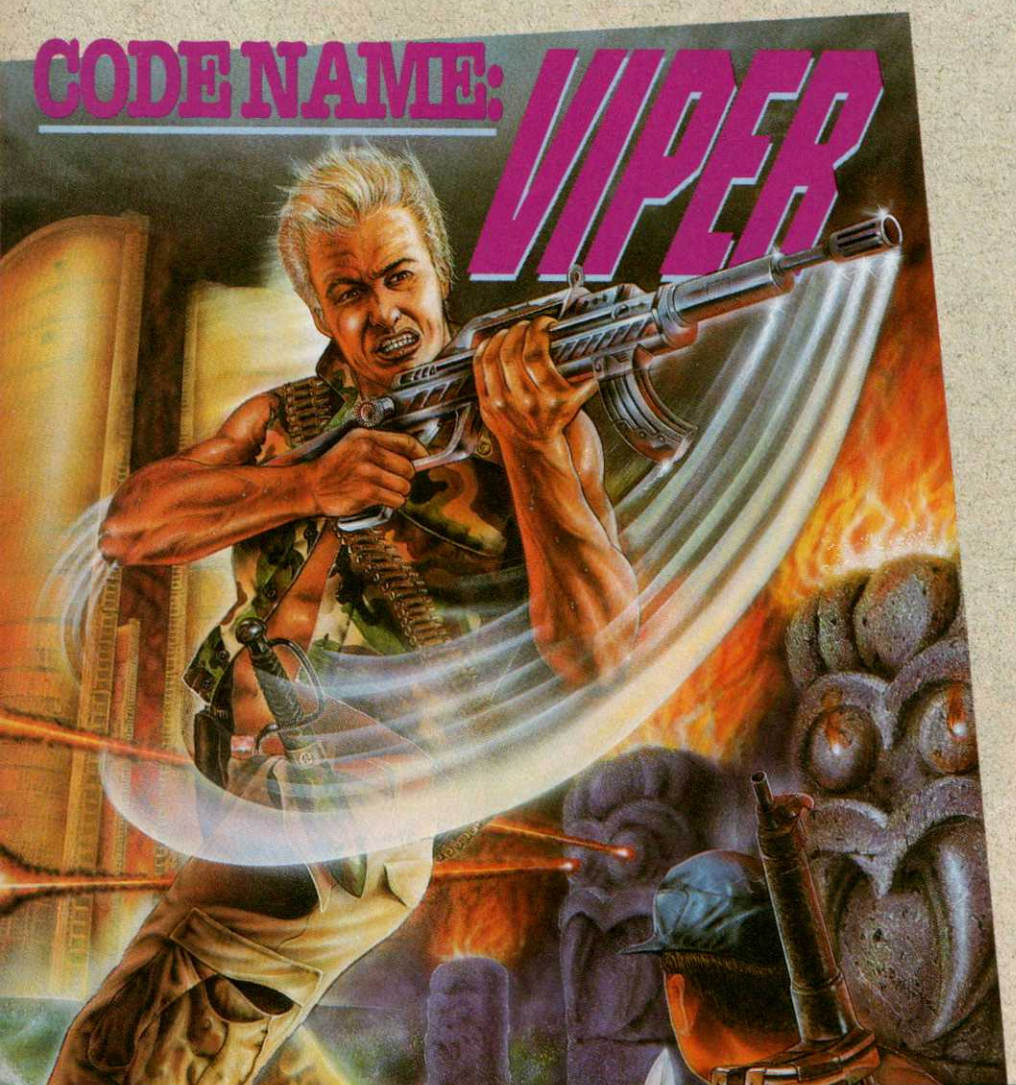
Knock, Knock

When you aren't ducking and dodging, investigate the hidden doors on every level. Don't kick back, every level has a time limit.

PROTIP: Find the time capsules for the precious seconds you need to finish a level.

Free the captured commando. He has a grenade that destroys the hideout and blasts you into the next level. He also holds part of a secret communique that eventually breaks open the mystery.

You start the game with your trusty .45 auto, but a machine gun would



help. You know you'll find guns and ammo here – drug thugs always have guns and ammo.

PROTIP: Survive and you carry the Machine Gun and Extra Ammo from level to level. Stock up.

PROTIP: To conserve ammo; the machine gun also shoots single shots.

PROTIP: If your ammo drops to zero you lose rapid fire, but your .45 continues to fire single shots.

Who Goes There?

Your adversaries are for the most part soldiers with conventional weapons and there are no level bosses, although you can expect a little man on man with the Drug Lord. No problem you say? Guess again.

Visit exotic locations, meet strange people–and shoot at them.

The mercenaries attack in endless waves; often they come out of nowhere. In the most difficult skill level, be quick or you're dead. Some goons fight hand-to-hand, others have weapons. You face Snipers, Napalm Soldiers, and Frogmen. The Cartel's secret army, however, is a horde of drug-crazed Maniacs.

PROTIP: When Level 1 foot soldiers shoot at you, crouch and fire. They never hit you. After that watch out.

PROTIP: Look out for snipers in the Level 2 ruins. Green dots appear in the windows when they're about to appear. If they catch you by surprise, back out of the scene and try again.

PROTIP: Try the upper tier in Level 5, it's the easiest route. Grab the machine gun in the second hidden door and watch out for Maniacs.

PROTIP: In Level 8, you can hit the snipers in the balcony by jumping up and shooting but not from ground level.

Traps spring up everywhere. Watch out for rolling mines, Viper-zapping statues, acid drops, tricky treadmills, and vicious vacuums.

PROTIP: Watch out for the falling steel girders in Level 7.

PROTIP: The armless statues in Level 8 can't harm you if you stand in front of them.

Get A Life

Video doom strikes swiftly and often. You only have two Energy Points. One blow costs one point; one shot means better luck next time! At least there are three continues per game and completing Levels 3,6, and 8 nets your passwords.

PROTIP: There's an extra Energy Point on Level 3. You can absorb two shots before you lose it and you can carry it to the next level.

PROTIP: There's only one 1-Up. It's on Level...nawww, you find it.

The non-stop action basically scrolls horizontally left to right, although your gunfights ascend several tiers in each hideout and you can back out of scenes all the way to the beginning.

There are three skill levels. Each one accelerates the actions of your enemies. You, however, always react at the same pace.

PROTIP: If you get into a tight spot, duck into a door and hide there by holding down Up. Pop out when you're ready.

PROTIP: When you're in a crouch, you can't whip around to fire behind you. Stand up, turn, crouch, and fire–quickly!

Beware! The Drug Lord's watching. In between levels you review the action via his personal computer. You'll see points for that level, the number of people you rescued, elapsed time, and total points for the game.

The Drug Lord monitors your progress.

Mission: Impossible?

Armchair commandos will find this sharp-looking, intense shoot-em-up a tough nut to crack. Ready to take on the drug runners in some controller-crunching jungle gunslinging? The gang's all here!

Code Name: Viper by Capcom ($49.95).

PROVIEW

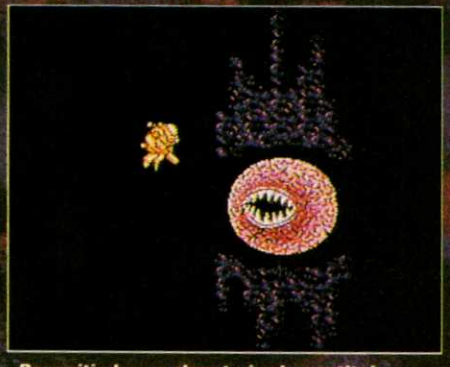
By Brother Buzz

It's the year 5012 – feeding time for Parasitis, a gigantic cytoplasmic space monster. Unfortunately, your world, Abadox, is just the tasty morsel it craves. The gallant World Alive Force launches a full-scale attack, but the planet-munching blob makes the entire squadron a high-tech hors d'oeuvre. It even swallows a hospital ship with the Princess Maria on board.

You are Second Lieutenant Nazal, the last WAF warrior. Abadox is gone, but the Princess may still be alive. You face an eternity of solitude – time enough for revenge!

Stomach Pains

Break out the turbofire and the slow mo, GamesPros, this one-player shoot-em-up from Milton Bradley keeps you blastin'! Drop into the belly of the beast and wade through six gory stages – three vertical and three horizontal. Every stage stars a horde of vile vermin and two menacing Guardian creatures.



Parasitis has a planet-sized appetite!

You get three lives and unlimited continues. However, this cart's all or nothing (apparently) – no save, no passwords.

Abadox's 2 megabit RAM paints excellent, vibrant graphics. It's a scenic tour through the gore to Parasitis' Core.

Body Armor

Your trusty Blaster has unlimited firepower, but shoot the Blue Scorpions to collect Power Capsules for special weapons and equipment. The Tres-

beam, the Star Beam, and the Paradora Gun are extremely deadly pulse weapons, although your shots must exit the screen before you can fire again.

The Pandora Gun blasts the All-Seeing Guardian.

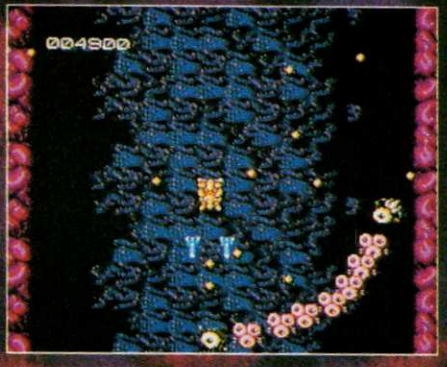
Find the Twin Missiles. They automatically home-in on traps and enemies when you stock up on points and Capsules. Super Speed-Up and Orbiting Barrier Shields help you escape bad scenes.

Sometimes, however, it's best not to waste time on the Scorpions.

Basic Anatomy

Stage 1 is a ferocious fight versus Fire Skulls and Jaws of Death. Bag the mutant canine monster, Bau (Bow, wow!), and glide into Parasitis' mouth. Then, the Tonsil Guardian tries to eyeball you to death.

Don't choke in Stage 2 as you weave your way down the pulsating throat past the Hands of Death and the Lizards of Doom. You'll fight the Eye Worm and the Evil Eye.



PROTIP: The Stage 2 Eye Worm sprays you with pulses, but there's a spot within its circular path where none of the shots can touch you.

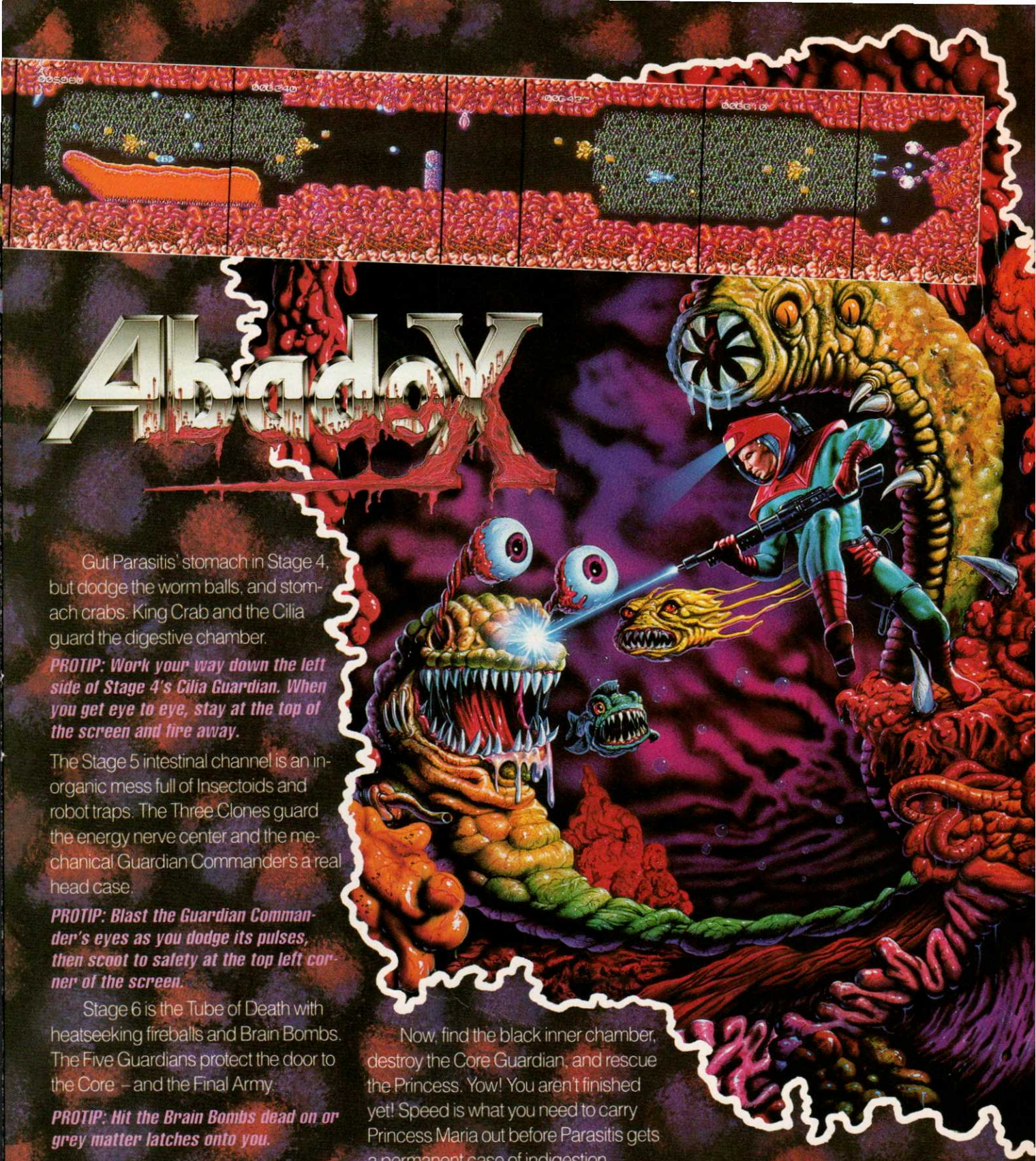
PROTIP: The gooey walls of Stage 2's final channel appear to spit out an impenetrable shot storm. Try to stay at the top edge of the screen as it scrolls down.

Stage 3 is the Deadly Forest of Nerves full of loathsome fish, Red Larvae, and vicious hydrozoa. Turn the Great Shark into bait and blind the All-Seeing Guardian.

PROTIP: In Stage 3, try not to shoot Red Larvae. They unleash three pesky little eggs. In any screen containing Red Larvae there's a safe spot, use it.

The Great Shark has fishy moves.

PROTIP: Avoid the Blue Bubbles. They contain the Lost Souls of your fallen friends which cling to you.



Gut Parasitis' stomach in Stage 4, but dodge the worm balls, and stomach crabs. King Crab and the Cilia guard the digestive chamber.

PROTIP: Work your way down the left side of Stage 4's Cilia Guardian. When you get eye to eye, stay at the top of the screen and fire away.

The Stage 5 intestinal channel is an inorganic mess full of Insectoids and robot traps. The Three Clones guard the energy nerve center and the mechanical Guardian Commander's a real head case.

PROTIP: Blast the Guardian Commander's eyes as you dodge its pulses, then scoot to safety at the top left corner of the screen.

Stage 6 is the Tube of Death with heatseeking fireballs and Brain Bombs. The Five Guardians protect the door to the Core – and the Final Army.

PROTIP: Hit the Brain Bombs dead on or grey matter latches onto you.

PROTIP: To pass through Stage 6's Death Press, you need Super Speed.

PROTIP: If you reach the Death Press with Super Speed, let the screen scroll up until the very last moment. Then, as soon as the press opens, go! Don't waste time by shooting and avoid the energy balls.

Now, find the black inner chamber, destroy the Core Guardian, and rescue the Princess. Yow! You aren't finished yet! Speed is what you need to carry Princess Maria out before Parasitis gets a permanent case of indigestion.

No Guts, No Glory

No secrets here – it's survival of the slickest! Shoot and move; fight and run away. A key survival tactic is to find the spots where nothing can harm you.

Abadox is a gutsy game, packed with pixel-poppin' fun. Heed Lt. Nazal's last words: "Through the lips and over the gums, look out Parasitis here I come!"

Abadox by Milton Bradley (Price Not Available).

ASTYANAX

By Maid Marion

A vision of a beautiful but sad girl floats before you. You sense her fear and a dark evil presence near her. Suddenly she calls your name, "Astyanax, Astyanax!" With a start you wake up. What a strange dream! The next day on your way home from Greenview High you can't get the haunting picture of the mysterious, beautiful girl out of your mind. All of a sudden the sky changes colors, the sun turns purple, and you're transported to another world. It seems you've been chosen by the people of Remlia to rescue Princess Rosebud from the clutches of Blackthorn, the evil wizard. With only the help of Cutie, a friendly fairy, you must defeat Blackthorn and his evil sidekicks and rescue the Princess.

Dark Passage

To find the princess you battle your way through six levels in the Land of Remlia. The terrors you face are many. Jump across broken bridges over waters filled with evil, swimming creatures that leap up to get you.

PROTIP: Towards the bottom of Level 3-2 you'll come to a tricky jump. Move all the way to the edge of the platform, jump, and even though you hit your head keep pushing to the right. Although it looks like you won't make the jump, you will.

Climb into dark, dank castle dungeons, fighting off strange blob-like creatures who transform themselves into different deadly forms. Figure a way out of the castle maze or you'll be trapped inside forever.

Beasts and Bosses

In addition to the many mythical beasts and monsters that populate each of the areas, you'll also do battle with a giant boss at the end of each level. These creatures range from the deadly Medusa, who lets loose with creeping crawling snakes, to giant, winged dragons, who beat at you with their wings, and terrible, clawed lizards, who transform into even more terrible beasts.

PROTIP: If you can manage to save your magic through the entire first level, wipe out the end level boss with several shots of the Blast or the Bolt spells. This technique works with several of the weaker bosses.

PROTIP: If you need to use your magic during a level don't worry. As you near the end of the level, use up your spell meter (to four lights or less). Next, look for a stone idol. Cutie always appears in the idol if Astyanax has four or less on his spell meter. Use Cutie to charge up your meter for the battle with the level boss.

PROTIP: To defeat the Medusa Boss at the end of Level 2, stay in the center of the screen. Swing and hit her on her belly button, and then turn to slash the snakes she throws at you.

PROTIP: Defeat the boss at the end of Level 4 by kneeling on the left side of the screen and waiting for this tree creature to hop over to you. Just keep slashing and you'll wipe him, and his deadly seeds, out. It just takes patience.

Might and Magic

To defend yourself from Blackthorn's horrible legion of helpers, you'll have to wield powerful weapons and cast potent spells. You begin your quest with a mighty Broad Ax in hand. As you battle through the different levels, you'll earn a Spear and a Sword. Each weapon damages your enemies, uses up your spell power, and increases the power of your spells differently. Smash stone idols to grab weapons.

PROTIP: Your weapon power bar rises and falls as you swing. The higher the power the more damage your swing does. Let the bar build up to max between swings. It'll take you less hits overall for enemies that take multiple hits to destroy.

PROTIP: The spear enables Astyanax to cast the most spells because it requires less spell power. For this reason, the spear is often your best weapon–stronger than the Broad Ax. It leaves you with plenty of spell-casting power.

You can cast three different spells - Bind, Blast, and Bolt. Each has a unique effect on your enemies and works best in different kinds of situations.

PROTIP: When you reach Level 4 your journey gets tough. As you try to cross the waters here you'll find they're teeming with life forms all out to hurt you in a big way. Try using the Bind spell to freeze the beasties and then move past them as fast as you can. This way you conserve your life until you reach Cutie, who will replenish your spell power. Then continue to use the Bind spell until you reach a life potion and eventually pass the level.

Other special items to grab are red and blue potions that replenish your life gauge and the wing, which enables you to swing your weapon more quickly than usual.

PROTIP: Look for a 1-Up in Level 4-2.

The Stuff of Legends

Succeed in fighting your way across the land and into the inner reaches of the castle and you'll do battle with Thorndog ("heart of stone, face of bone") and the evil Blackhorn himself! Save the day! Save the princess! But can you save Cutie?!! Jaleco's

Follow the story with the animated sequences.

Astyanax has great graphics, tough gameplay, and lively animated story sequences that enhance the game storyline. Can an ordinary boy on his way home from school be transported to another world to rescue a beautiful princess? In the world of video games he can. It's a day in the life of Astyanax!

Astyanax from Jaleco ($44.95).

The Adventures of LOLO 2

By Andromeda

What? You haven't heard? Why, it's been in all of the papers! It seems everybody's favorite duo, and certainly one of the most well-rounded video couples around, is back! Yes, Lolo and Lala have returned for another saga of mind-bending maze madness. It seems the happy pair was returning from the Haunted Castle, Lolo having just sprung Lala free, when the nasty King of Eggerland swooped in to make more trouble. In the blink of an eye Lolo found himself solo again. Now Lala's imprisoned in a castle in the clouds, and Lolo has to work his way through the even more difficult mazes in the King's Tower and Castle to free her.

Go Ahead and Make Lolo's Day

This time around you'll have to puzzle your way through ten floors, each with five rooms. To exit a room you must collect all of the Heart Framers, grab the jewel in the treasure chest, and run for the door. This sounds easy enough, but each room is a brain-busting confusion of obstacles that make Lolo's task totally tricky. These include rushing rivers, seas, lava beds, trees, rocks, and deserts.

Even worse than the inanimate dangers are the strange crew of beasties that inhabit Eggerland. If you're a Lolo fan, you'll see more than a few familiar faces, including Snakey, Alma, the Skull, and the dreaded Medusa.

PROTIP: In some levels you'll encounter Leeper who jumps around until you touch him; then he goes to sleep. Try to get him to nap in a place where he'll be of the most use. And remember, you can turn him into an egg and move him where you want him as long as he's not asleep.

Lolo Goes Solo

To grab the framers without injuring your roly-poly physique use different objects and special items you find in each room. Move Emerald Framers around to trap enemies, block their shots, and otherwise protect yourself from danger. Rest in flower fields. Use trees, rocks, and other obstacles to protect yourself.

PROTIP: Puzzle 1-3 will stump people not familiar with the original Lolo. To get past the two rows of Heart Framers do the following: first move the far left framer in the row up one. Next move the right framer in the row up one. Now push the middle framer to the left. Repeat the same procedure for the second row!

PROTIP: In Puzzle 3-2 grab the three hearts in the upper left corner. Block in Don Medusa with a framer. Use the other framers to block Medusa in the upper right corner. Go down to the lower right to grab the last heart.

Break the rock with hammer power, turn Snakey into an egg, and ride right up the river to the treasure chest!

You'll earn Magic Shots by grabbing different Heart Framers. Use these to turn some monsters into eggs and roll them to other locations. If you shoot a monster with two shots, you'll blow it right off of the screen. However, after a few seconds it will return to its original position. Eggs are also useful for crossing rivers and other bodies of water. Lolo can ride on them!

PROTIP: On levels where you have to turn more than one beastie into an egg boat, wait until the other egg sinks before you make the second boat. Otherwise you'll sink yourself!

You can also earn special powers by grabbing Heart Framers. These magical abilities are Bridge Building, One-Way Passes, and the Hammer for blasting rocks.

This is definitely Lolo's most difficult challenge to date. If you're a Lolo rookie, try your hand at the original saga, The Adventures of Lolo, before you try the sequel. Both offer the same totally frustrating, tear-your-hair-out, give-yourself-a-headache, get-incredibly-addicted-and-play-for-hours-on-end kind of challenge. Lala's really in trouble this time, but Lolo will get her back. After all, whatever Lolo wants, Lolo gets.

The Adventures of Lolo 2 by Hal America ($38.95).

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NINTENDO

BURAI Fighter

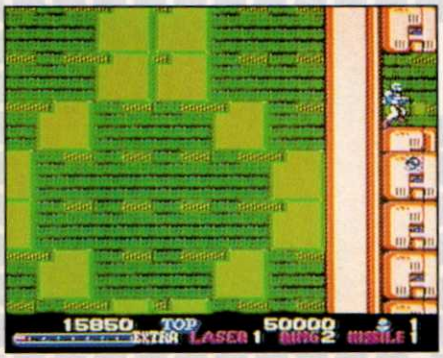
By The Mongoose

The Burai, a race of super-brains, are out to conquer the universe! To accomplish this task they're creating thousands of robo-mutants–half machine, half flesh–in their seven manufacturing bases. If someone doesn't stop them they'll overrun the galaxy. Volunteers, please take one step forward!

A Monster Mash

To defeat the Burai and halt their robot invasion you'll have to seek them out and destroy them. This means you must somehow find a way to invade each of the seven robo-mutant manufacturing bases, obliterate them, and annihilate the Burai's robotic creations.

In five of the seven bases gameplay scrolls horizontally. Battle through each of these bases and annihilate the enemy boss at the end of the level. Don't dawdle. The game controls the scrolling on these levels.



PROTIP: Beware of abrupt changes in the scrolling direction or you'll find yourself trapped and squashed flat!

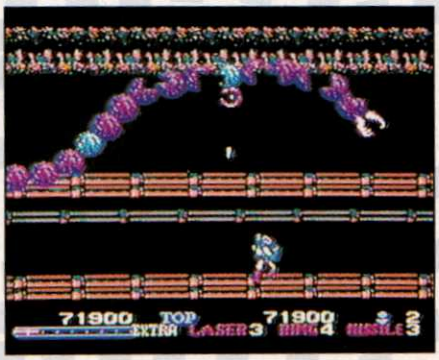
To polish off the other two levels you search an area from an overhead perspective using your radar to find the enemy base in order to blast it to smithereens.

Burai Beasts

Frankenstein would have loved this cart. Each of the levels is filled with horrible alien monsters, all headed straight for you. The Burai creations you'll battle include Foureyes (a bubble robot), Mothster (half-moth, half-machine), Stingwing (watch out for his mechanical stinger), Big Beak (looks like a dodo but doesn't act like a dodo), and Mantaroid (a fiendish green pollywog-type creature).

PROTIP: In Level Four grab the rotating shield to protect yourself from the schools of Mantaroids that swim by.

The big Burai bosses are fearsome horrible creatures of flesh and machine. In Level One, for example, you'll battle Giganticrab whose clutching claws and waving tentacles try to smash you.



PROTIP: Jawsipede, the Level Two boss, is very tough! Shoot the blue connection points to blow Jawsipede into different sections and then shoot the tails to blast each section.

The ultimate boss is Level Seven's Slimedragon. He'll try to melt you down with molten rock, but don't get hot under the collar. You'll figure out a way to stop him.

Galactic Gunning

And just how are you going to defend yourself against all of these nasty creatures? Why, you'll have to strap on your proton pack and power it up. At the start of the game you have a simple multi-directional shooting gun. Snare a weapon-change symbol to switch to the Laser, Missile, or Ring weapon. You can grab power-ups to increase any weapon's strength to a level of three.

PROTIP: Use the Ring Shot to blast through walls and destroy creatures you can't reach.

Red pods power up your Cobalt Bomb. Use it when you need to wipe out an impossible pack of on-screen enemies. Other power-ups include Speed and Extra Men. Be sure to search for Hidden Rooms which can contain all kinds of extra power-ups–but don't get trapped inside!

Mission Impossible

Burai Fighter is one tough cart! Fortunately the game features a difficulty select that enables you to start with easy gameplay and work up to the Ace Level! If you're a die-hard shoot-em-up fan and you're looking for a challenge, this one's for you. Remember: In space, no one can hear you scream.

Burai Fighter by Taxan ($40.00).

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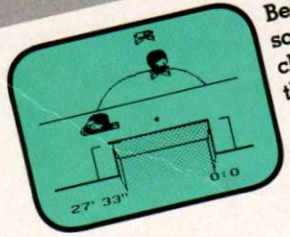

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RAD RACER II

By Gary Barth

Slip on those racing gloves and tighten that seat belt. Release the brake. Keep one hand on the stick and one on the wheel. You can feel the horsepower roaring beneath the hood. There's the signal...PUNCH IT! No, this isn't a day at the Indiannapolis 500. It's Rad Racer 2, a new auto racing game from Squaresoft and the hard drivin' sequel to the Nintendo hit, Rad Racer.

Start Your Engines

Before you climb behind the wheel use the Select button to pick your traveling sounds (two tunes to choose from) or turn them off. Hit Start and you're off. Button A is the accelerator. Use it with Up on the Control Pad for faster acceleration. Button B slows you down enough to take those hairpin turns.

PROTIP: Watch your acceleration on tight curves or you'll wipe out for sure.

One of the great features of Rad Racer II is the Turbo Boost Start System. At the beginning of the game when your car is completely stopped, push Down on your Control Pad and you'll see your engine power build up on the power gauge on the lower part of your screen. Now pushing Button A gives you an instant Turbo Boost. This comes in handy when you need to recover some lost time after a crash.

The Tour de Rad

No Sunday drivers need apply here! To beat the game you'll have to make it through eight levels of tough racing.

The Map.

Each level takes you to a new location, like Key West or the Big Apple and features a different background to race against.

PROTIP: To pick your favorite stage go to the Rad Racer 2 title screen. Press Button B eight times followed by Upper Left on the Control Pad. Then push Start.

PROTIP: Replay your favorite stage by hitting Start and then pressing Button A and Start simultaneously. To begin the stage hit Start again.

There is also a night driving option where you can choose to play some or all of the stages in a night setting.

PROTIP: To drive at night press Button B eight times before you start your stage. To get to each successive stage you must press the button one more time (i.e. Stage 1 press eight times, Stage 2 press nine times, Stage 3 press 10 times, etc.).

Gauge Your Progress

In addition to a speedometer, a tachometer, and a time counter, your state of the art dashboard includes a road sign radar that indicates which way to turn in advance, a trip gauge that tells you where you are during each stage, and a power gauge that indicates the power required to use the turbo boost.

Since there are three check points in each level, the lap time counter located on the bottom left-hand side of the screen records the time required to get from the starting point to each check point.

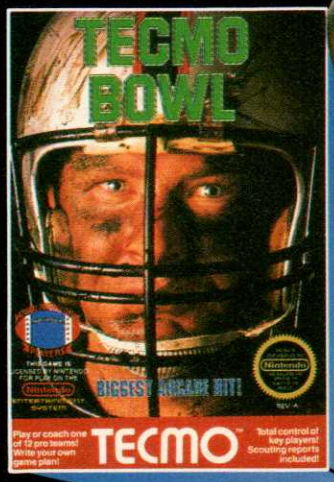
On The Road Again

Better keep your eyes on the road, on the screen, and on whatever else it takes to win this wild race. With quick reflexes and a steady shifting hand, victory and the trophy can be yours.

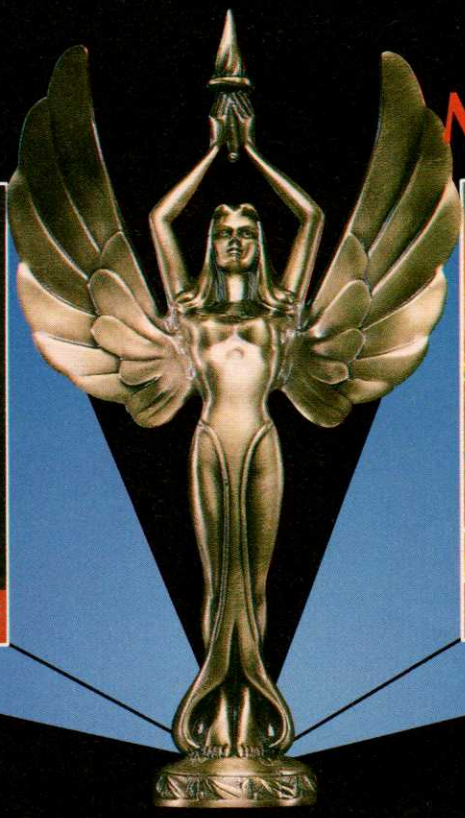
Rad Racer II by Squaresoft ($44.95).

1989 WINNERS

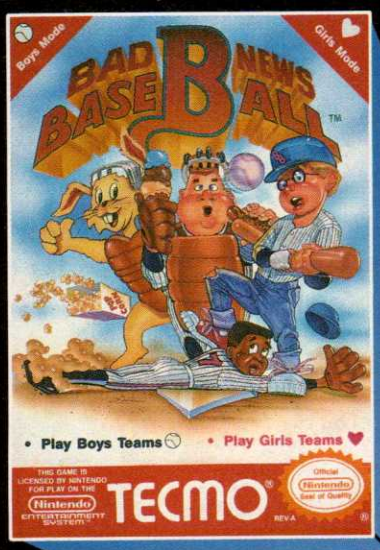
Best Sports

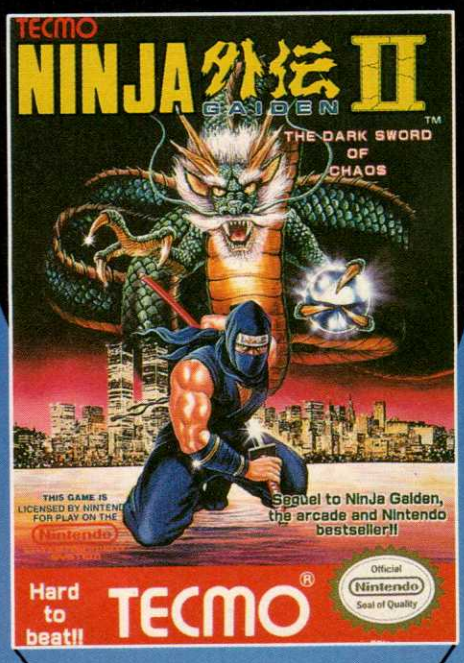


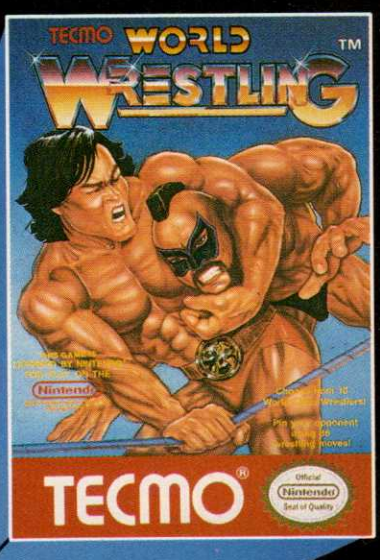
Best Martial Arts



1990 CANDIDATES







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PROVIEW

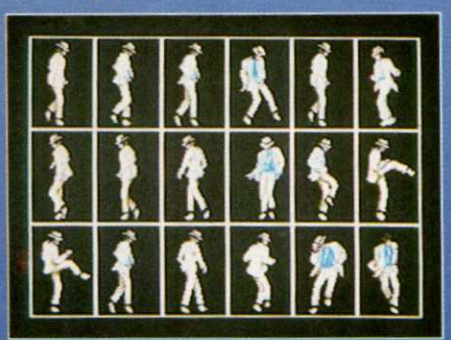
MOONW

By Andromeda

Who's bad? You are! Or you will be when you slip into the dancing shoes of Michael Jackson himself. It seems Mr. Big is out to hold the children of the world hostage. To rescue the children and save the day you'll have to "Beat It" on down to Club 30, the city streets, the sewers, the graveyard and other ghastly locales to take on Mr. Big and his cronies.

"Dancing Machine"

Defend yourself and "show them how funky and strong is your fight" by using all of the J-Man's smooth moves. "It doesn't matter who's wrong or who's right" 'cause with Michael's special magic powers you can kick, punch, and jump your way out of trouble. And if you get into a really tight spot you can get the bad guys to bop until they drop – leaving you victorious.



PROTIP: Take some time to experiment with different button combinations. As Michael you can pull off some amazing moves. Practice your favorites and get ready to strut your stuff.

PROTIP: To launch a Dance Attack press the magic button and spin back and forth by hitting Left and Right rapidly. You'll begin to dance and the bad guys dance with you until they drop from exhaustion.

PROTIP: At the end of each area of each level Bubbles, your friendly chimp buddy, shows you which way to go to corner the bad guys.

PROTIP: If you grab the special power-up item (we're not going to give it away), you'll turn into a robot for about 30 seconds. Fly around the screen and sizzle the goons with ultra space-age weapons.

"GamePros, Are You Okay? Are You Okay, GamePros?"

From the moment you spin into Club 30 to the beat of "Smooth Criminal" it's a marathon – dance-style. Throughout the three levels of the club you'll take on Mr.Big's blue-suited criminals at every turn while you try to rescue Katy from all sorts of places.

PROTIP: On each area of each level you'll have to rescue all of the "Katys" to advance. Look for them in the obvious places, like behind doors, and then look for them in the not-so-obvious places – which we'll leave to you to discover!

PROTIP: Use the different things you find in the club to help you mow down the bad guys. Give a chair a kick and it'll knock over a row of criminals.

PROTIP: Show 'em your smooth moves by sliding down the bannister!

PROTIP: Watch out for the criminals with guns. They'll do you some major damage. Just look for the blue guys with the attitude. They're either leaning against the wall or reaching into their jackets for their guns.

PROTIP: You can hit the smooth criminals at the end of each of the three areas of this level with a Dance Attack.

"Who's Bad"

In Level 2 you cruise through city streets, into a multi-level parking garage, and under the ground into the sewer as you try to show the local hoods just "who's bad." Hunt everywhere for Katy while nasty barking Dobermans nip at your heels and machine gun toting buddies of Mr.Big try to take you from bad to worse.

VALKER

PROTIP: To rescue Katys high on top of buildings you'll have to leap from the upper floors of the parking garage.

PROTIP: It's worth doing a dance attack on the dobies just to watch them dance! After your dance attack kneel down to meet them on their level and blast them with shots of magic.

PROTIP: Don't use your Dance Attack to beat the end of area thugs on this level or you'll have to fight twice as many of them. It isn't pretty, but one trick that works is to hit all three buttons almost simultaneously. You'll turn into a whirling, kicking Michael dervish. You won't get hurt hardly at all, and you'll do major damage to the bad guys.

"It's Close To Midnight and Something Evil's Lurking In the Dark"

Enter a nightmarish graveyard scene in Level 3 for thrills and chills that'll make your hair stand on end. As fog and mist float by you'll have to search graveyards, swamps, hollow trees, bushes, and more for the Katy's. And all the while zombies pop up from below the ground to try to put you six feet under.

PROTIP: Use your magic to open the tombstones and look for Katy.

PROTIP: Jump and grab onto tree limbs. You can swing and leap from the branch.

PROTIP: To battle the zombies at the end of Area 3-1stand under the bridge's midpoint. Blast the bottom zombies with some magic and then jump up to pummel the zombies on top of the bridge.

To Be Continued...

Moonwalker's four megs are jam-packed with some of the most beautiful 16-bit graphics you'll ever see. The animation is smooth, realistic, and eye-popping. Game play is fun and features three different settings to make the game more difficult. The music showcases some of Michael Jackson's classics – "Bad," "Beat It," "Thriller," "Billie Jean," and "Smooth Criminal." And Michael himself has personally put his stamp of approval on every single sprite. "But wait," you say, "Aren't there three more levels?" Yup! But we're not gonna' let you see them until the next issue of GamePro. Stay tuned for Part II of our Moonwalker ProView and remember if "you wanna' be starting something," like the game, it'll be available in September!

***Moonwalker* by Sega of America (Price Not Available).**

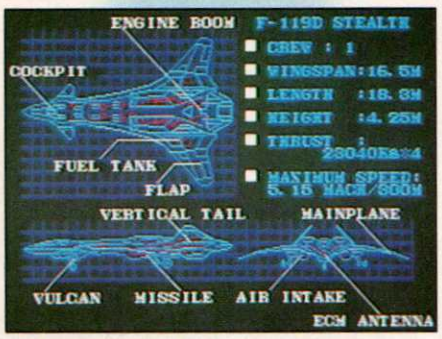
By Brother Buzz

The fanatical leader of a mysterious Middle Eastern terrorist organization has acquired a ruthless air force. Now, they rule the skies with an iron hand – but wait'll they get a load of you!

Strap yourselves in for some furious jet fightin'; Seismic's Air Diver is a rockin' rollin' Genesis air combat cart.

Fly the Unfriendly Skies

Your F-119 Stealth Fighter is a great set of wings, but you're the brain that makes it work. Look sharp, the action's



The awesome F-119 Stealth Fighter.

intense. In fact, you'll probably find yourself bobbing and weaving as you wage high speed war against the evil sky pirates.

PROTIP: After you get blasted, pressing Start speeds up the screen transitions so you can get right back into the action.

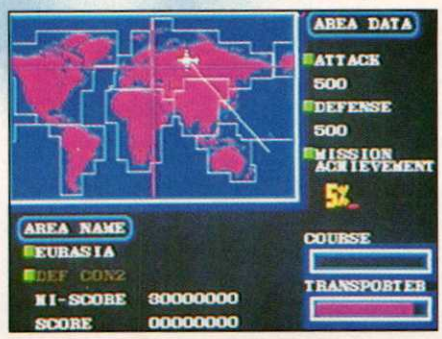
You pilot the F-119 from the cockpit with a forward-looking view. At first you'll find the bulky control panel and the thick windshield struts distracting, but even though it seems like you're only playing with half the screen, you quickly get used to it.

The Flight Plan

You must complete eight missions in hot spots all around the world. Your assignment is to clear the skyways of enemy jets and to destroy the Enemy Super Carrier that patrols each sector.

PROTIP: Australia, the North Pacific Ocean, and South America are the easiest missions. Also, when enemy jets make their very first pass at you at the beginning of these missions, the advantage is yours – they never fire missiles.

Name your poison with the Mission Selection Screen, which displays a digitized world map that delineates the airspace controlled by the enemy. Each



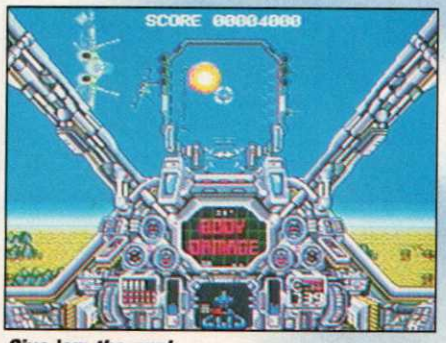
Pick a hot spot, any hot spot.

area has a probability of completion percentage – four are less than 30 percent and the two 5 per-centers are killers! Luckily, there are three skill levels and you can set the game for three, four, or five lives. Select an area with the targeting crosshair. Then, the Super Transporter ferries you into the battle zone.

PROTIP: Although the map's hot spots flash, you don't have to place the crosshair directly on them to get there. To save time, move the cursor just past the white air space borders instead.

Looking for Trouble

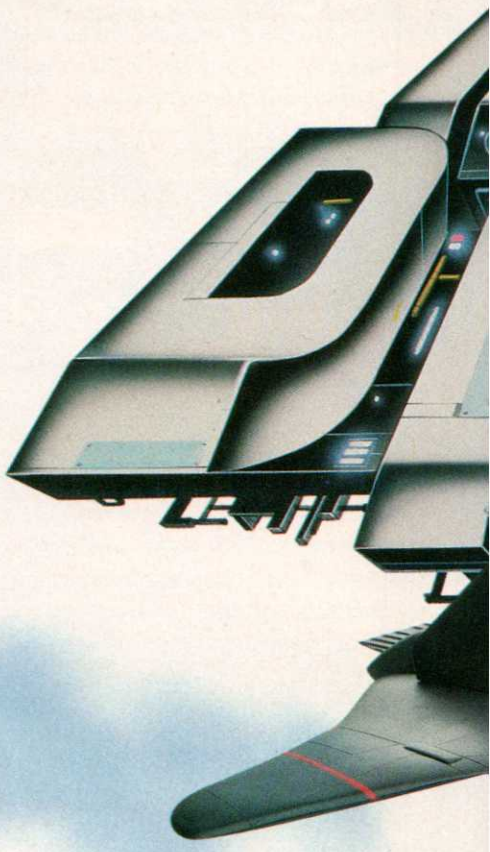
Your conventional adversaries are suicide squadrons of wonderfully detailed McDonnell-Douglas Harriers and Soviet-made Mikoyan Mig-29's and Sukhol Su-27's. They're no pushovers so don't pause to admire the artwork, or you'll meet a firey demise.

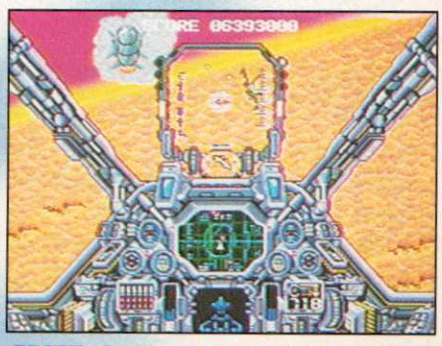


Give 'em the gun!

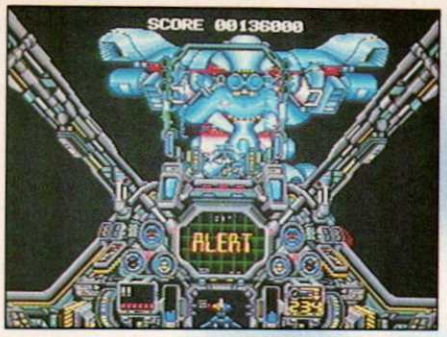
PROTIP: You can sometimes destroy missiles with your guns, but don't count on it.

Each mission is divided into three sections. In the first part, a terrorist squadron attacks you in a frenzied dogfight. Next, you face the toughest challenge as a battle-hardened enemy ace drives you nuts in a topsy-turvy one-on-one aerial shootout. Finally, you track down the Enemy Super Carrier. Dodge its brutal firepower to blast it out of the skies.





PROTIP: As long as a missile doesn't appear within the gunsight frame it won't hit you. You can't dive under missiles.



Use the Vulcans against the Enemy Super Carrier.

PROTIP: Versus regular aircraft the missiles are the most effective weapons. Versus the Enemy Carrier Ships, your cannons are sometimes more effective.

The Radar screen is critical as an early warning device to track jets lurking over the horizon and creeping up from behind. Use it to plan your fighting strategy, but make quick decisions, the enemy's fast!

PROTIP: Watch out for the enemy aces. Even though radar shows them flying directly away from you, they perform an impossible reverse move that brings them directly back at you with guns blazing.

Fighting Air-to-Air

Don't worry your ship has plenty of bite in the form of Vulcan Cannons and Sidewinder missiles. They're deadly, but they aren't unlimited.

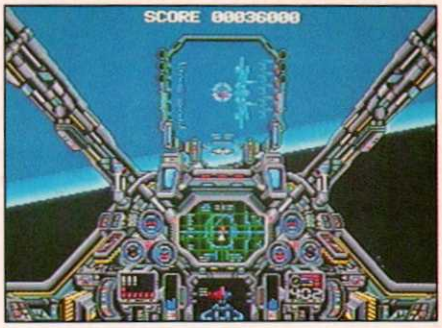
PROTIP: When bogies creep up on your tail, watch the radar scope. When the front tip of the red blips are about to touch you, make a sharp left or right. The enemies fire at you, but they miss. Swing back and blast them as they pass by.

PROTIP: On the radar scope, the nose of your ship must touch the blip before you can see an enemy aircraft.

PROTIP: What you see is what you get. Once you lock on to a target, your heat-seeking missiles will home in on it as long as you can see it through the windshield. Try to hit more than one jet at a time.

PROTIP: Chase down jets, especially the enemy aces. It's easier to nail them from behind than when they're coming at you and shooting back. Use your radar and your afterburners.

When you feel the need for speed, go supersonic with the afterburners – you can outrun or catch any enemy jet. But use afterburners wisely, they gulp down fuel and trying to run on empty is a fatal mistake.



PROTIP: The vertical loop is a key move to defeat the enemy aces. Press C twice then, hit Up. When you come out of the loop you'll find yourself on your adversary's tail.

If you successfully complete a mission, you'll dock with the Super Transporter for refueling and rearming before you tackle your next objective.

Hot Air

Air Diver is a great looking air combat game. You get sharp graphic detail, vibrant colors, and lightning quick animation. The nighttime scenes are real knockouts!

The wild blue yonder was never wilder. This game won't let you down, video jet jockeys – it just shoots you down.

Air Diver by Seismic ($49.95).

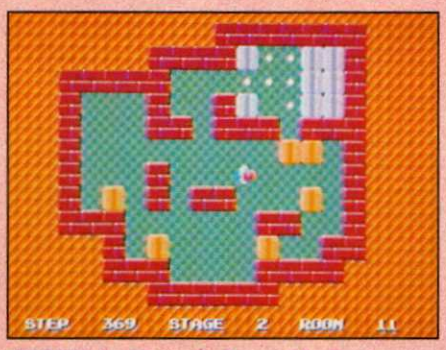
By Andromeda

Hey buddy, you're a tough guy down from the docks, Stevedore by name. You've found the girl of your dreams but it seems she has a thing for red sports cars and some other dude has stolen her away. You could write her off or you could work a little overtime and get yourself a bigger, better sports car (after all, that's the American way). To earn the necessary bucks you'll have to put the warehouse in order.

Time To Clock In

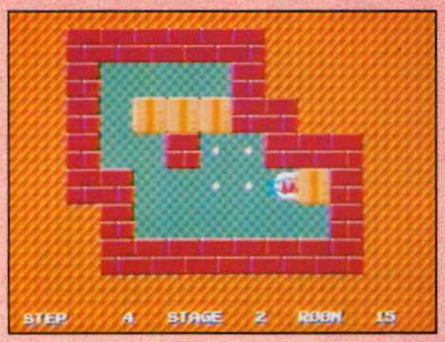
Once you've checked in for work you'll find that the warehouse, consisting of 16 levels and 160 rooms, is a mess. Packing crates are scattered around in every room. A series of white dots in each room shows you where the packages are supposed to be. Your job is simple – push the crates around until they're on the white dots.

Well, sure there are a few things we didn't mention. Each of the rooms has more twists and turns than a pretzel.

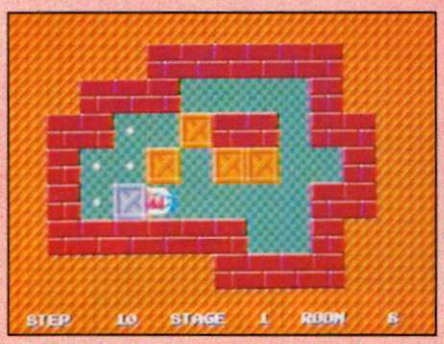


PROTIP: In Stage 2, Room 11, first move six crates into two vertical rows of three along the right side of dots. Next move a crate to the upper left spot and then push another one to the lower left spot. Now, fill in the top row with the last two crates, and then finally, fill in the remaining L-shaped row of four crates.

If you slide the crates around in the wrong order, they get stuck or blocked and you can't complete a room.



PROTIP: Never move a box into a corner. You can't get it out again!



PROTIP: Before you move a box alongside of a wall make sure that you can slide it along the wall to where you want it to go, or that you can slide it to a spot where you'll be able to move it in another direction.

Nobody Said It Was Going To Be Easy

Don't panic. You can work as long as you like, and you'll have a little bit of help from the computer. If you get stuck select the Option window, and you can start back at the beginning of a room or trace your steps to see where you've made a mistake.

You can also hit Button C to take back your last move if you suddenly have second thoughts. Of course, it's still going to take some basic brain power to solve the puzzles.

If you succeed in getting a level into order, then you'll earn a password that enables you to begin where you left off in your next game. If you succeed in getting the warehouse into order, you'll get the car, the girl, and from there, who knows! But one option is to work a little more overtime.

PROTIP: Remember that you may have to move the same box in a room several different times and not necessarily in sequence.

That's right, if you're a glutton for punishment you can enter the Edit Mode and create your very own warehouse rooms to clean up. Make them as easy or as difficult as you like.

Pack It In

Music and graphics-wise Dreamworks' Shove It! is not the strongest Genesis title you're likely to see. But if you love an extremely tough, very addicting puzzle challenge, this cart is more than enough to keep you busy for hours. In the end it takes brawn and brains to succeed and you're more likely to end up with a headache than a backache!

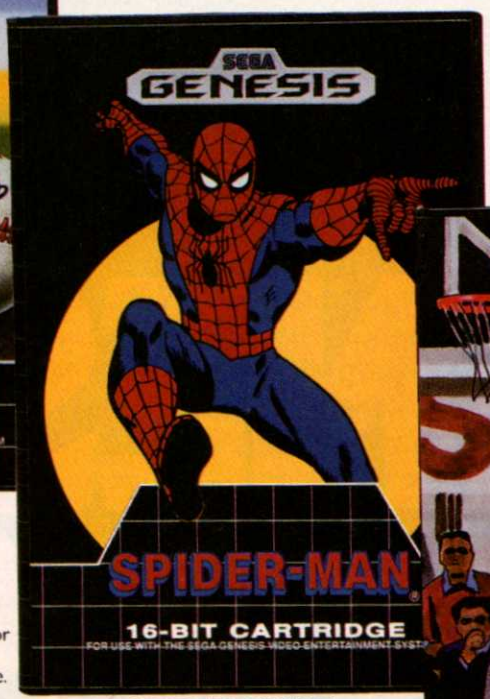
Shove It! by Dreamworks (Price Not Available).

GENESIS® DOES

WHAT NIN

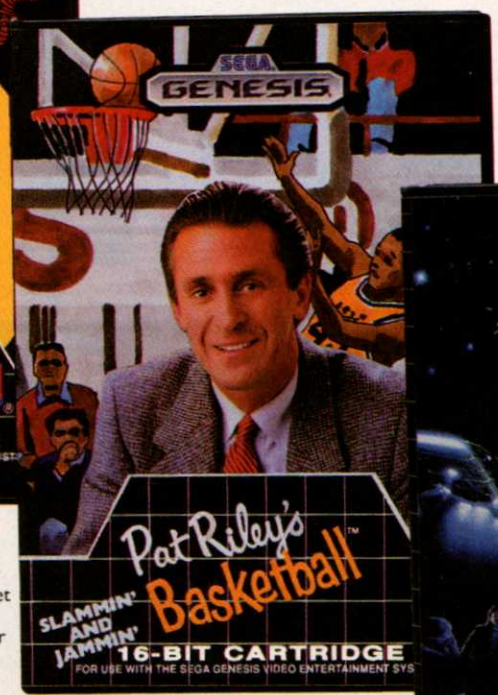
TOMMY LASORDA BASEBALL™

All the major league plays. Moves. And strategy. From choosing your own line-up to the subtleties of shifting your infield and outfield. Only on Genesis. Whether it's the realism of the graphics or the challenge of the play, this is simply the most sophisticated baseball game to be found anywhere.



SPIDER-MAN®

You'll need to capture a special key from each of the five arch criminals to disarm the secret super bomb that threatens New York City. As you meet each challenge, choose carefully which of your super powers you will use, or you shall fail in your quest. Action and adventure only on Genesis.



PAT RILEY'S SLAMMIN' AND JAMMIN' BASKETBALL™

Check out the size and detail of the players. Check out their moves. Slam-dunk behind the head. Make your magic moves down the lane for a lay-up. In their face. Realism you won't believe. Realism you simply can't find, except on Genesis.

MICHAEL JACKSON'S MOONWALKER™

The music video comes alive in this action game designed by Michael Jackson. Use all of Michael's

Imagine. You're Spider-Man, scaling the face of a towering high-rise. Or Joe Montana, rolling left to throw the winning touchdown pass. Or Michael Jackson, taking on the evil forces of Mr. Big. And there's only one place you can do it all. On Genesis by Sega.®

Sports games which actually put you in the game by uniquely capturing the feel and action of the sport. The superb game play and graphics of real blockbuster arcade hits which can only be duplicated through the 16-bit technology of Genesis. Music video games which recreate the dance moves and stereo music of the stars like only Genesis can. And adventure games with depth of play and mega-power second to none. You can't do this on Nintendo.®

Genesis is the only true 16-bit system and that's

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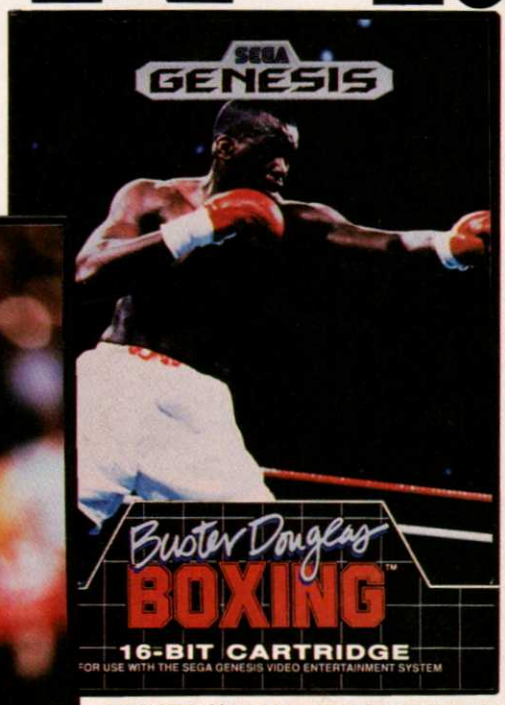
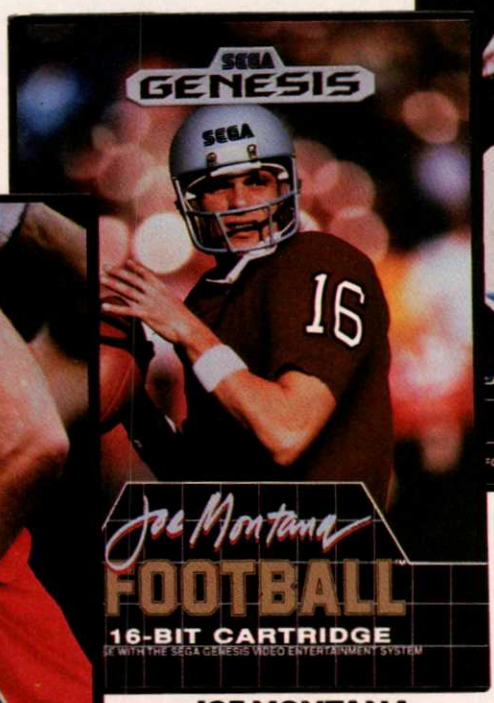
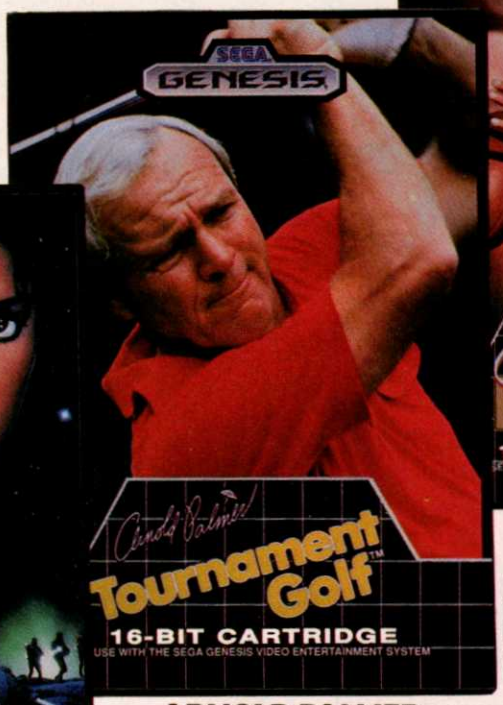
TENDON'T.





JAMES "BUSTER" DOUGLAS KNOCKOUT BOXING™

Defend your title against top-ranked challengers in a twelve round main event. Adjust to the boxing style of your opponent in the early rounds. Go to the mid-section to slow him down. And put him against the ropes with deadly combinations. Counter-punch or nail him with an upper-cut or quick left hook. Only on Genesis.



JOE MONTANA FOOTBALL™

You've never seen blocking, tackling, or open field running that looks this realistic. Call the play, take the snap and look for an open receiver. It's the game inspired by Joe himself. And it's only possible from Sega, the masters of arcade entertainment.

ARNOLD PALMER TOURNAMENT GOLF™

You can practically feel the breeze in your face as you tee off. Careful. Account for the wind factor. Choose your clubs carefully and adjust your stance for hooks or slices. Only Genesis lets you play the best courses around the world. And feel like you're there. You can't do this on 8-bit.

moves: the dance-kick, the hat attack, the lean. You're taking on Mr. Big and his goons. It's time to give it everything you've got. To the beat of Michael's biggest hits. In stereo. And it's only on Genesis.

why Genesis provides a total video gaming experience you simply won't find anywhere else. Certainly not on any 8-bit system. Or even on a Turbo-8.

Add to that the Genesis team of Michael Jackson, Joe Montana, Tommy Lasorda, Arnold Palmer, Pat Riley, James "Buster" Douglas and Spider-Man. Only on Genesis.

SEGA GENESIS

SEGA

By Hobbs

Aaaaaalex! Aaaaaalex! Where has that squirrely little daydreamer gotten himself off to this time!? Always disappearing off on some wacky adventure. Well, by process of elimination we can rule out the scissors/paper/stone madness of Miracle World 'cause there's no sign of the evil Janken. Of course, there's always the celestial plight of the Lost Stars, but since they're up in the sky twinkling away right now, it can't be that either. Hmmmm, that doesn't leave us much to work with, but knowing Alex and his imagination, wherever he's gotten himself off to it's no doubt full of all sorts of wild surprises.

Meanwhile, while we're conjuring up ideas as to Alex's whereabouts, off in a flower patch Alex and his best gal are happily hangin-out, soaking up some rays until whammo...tragedy strikes! Suddenly a dark form flashes out of the sky and snatches up Alex's sweetheart. Stunned, poor Alex doesn't know where to turn. Luckily at that moment, the form of a good ninja appears, explaining to Alex that after 1000 years of banishment the evil, Dark Ninja has returned to reap havoc in the land. All is not lost though, as the good ninja offers to help Alex by first bestowing Alex with ninja powers and second, transporting him into the land of the evil Dark Ninja, Shinobi World.

Now, sporting nothing but a set of oversized ears and a single Katana blade, Alex must set off to face four phases (three levels each) of impending Shinobi doom, in Sega's newest Master System, Alex saga. The burning question is: Can you help Alex win back his love. Stay tuned for more.

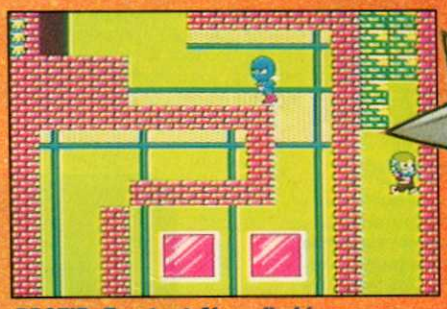
Dancing the Shinobi Shuffle

Alex's adventure begins in the city streets of what could appropriately be dubbed "Ninjaville." In other words, the streets are crawling with'em so start slashin' A.S.A.P. If your Katana just isn't cuttin' it, don't worry there are plenty of treasure chests brimming with goodies such as a super- slasher (powered-up sword), spears, energizer hearts, and if you're really lucky an extra life.

PROTIP: Make Alex climb up the lamp posts in level 1. When he reaches the top hold down button 1 until he begins to spin. At top speed, Alex turns into a fireball. When this happens, aim him towards the enemy, release the button, and relax for a moment as he burns up the atmosphere and some enemies too!

Climbing the Walls

If you're either a monkey or you just have a passion for climbing things, you'll both love and loathe Shinobi World. Alex is a pretty handy little climber though, and he can tackle the challenges, but just be prepared for some hair-tearing aggravation when you discover a cheeky little twist. Just when you've managed to hack and claw your way nearly all the way through these vertical tunnels, you'll be happy to discover that some of the bricks miraculously regenerate themselves. There's more. You don't have to climb wall-tunnels, some are simply there to trip you up.



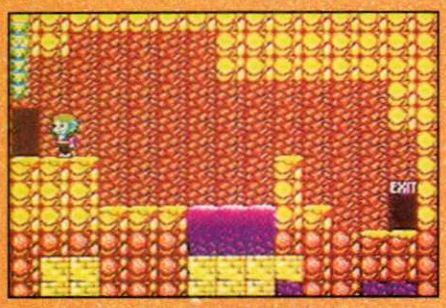
PROTIP: To start Alex climbing press the directional pad and Button Two simultaneously. This will get him airborne and moving in the direction of the wall. After he's airborne, let go of the directional button and wait for him to make contact with the side of the wall. Now, simply continue to push Button Two rapidly and he'll bounce from one side of the wall to the next.

Scooby Dooby Diving

If you're an Alex fan, then you know that no Alex Adventure would be complete without a few underwater scenes. So on that note, take a deep breath and get set to dive into the shark-infested waters of level two.

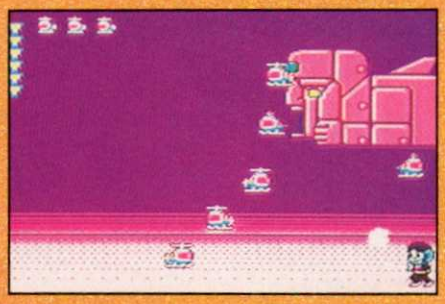
PROTIP: Watch out for yellow scuba ninjas that jump out of the water in level 2-1.

ALEX KIDD IN SHIN



PROTIP: At the end of Level 2-1, go out the extra door to the left. (Not the one that says "exit"). After you get through the door, jump up the first two ledges, then make a big jump to the ledges on the right. Now, jump up onto the highest of these ledges (you'll disappear for a moment), run across and you'll come out on the other side where you'll find a treasure chest with an extra life inside of it. Yahooo! To get out, just go back the way you came in – go through the door and then out the other door marked "exit."

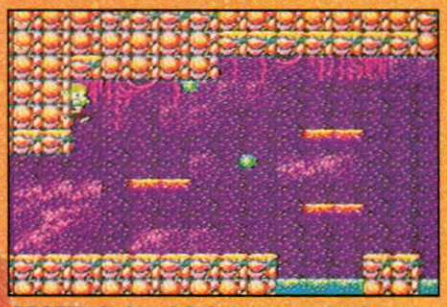
OBI WORLD



PROTIP: To avoid the health hazard of the baby helicopters (Big boss, level 2-1), position Alex at the furthest point of the right-hand corner.

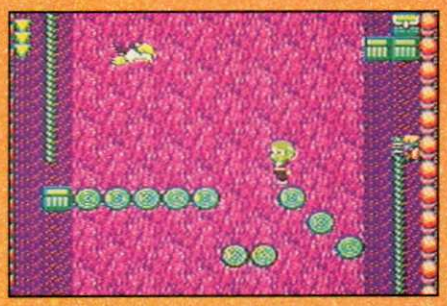
An Underground Pounding

Guess what, gamers? You get to go underground, too in level 3 (Ha, Ha). The, dripping caverns you'll find here are deadly,so watch your footing, mind your head and learn the timing of the drips.



PROTIP: In level 3-2, jump to the first floating platform, then facing left jump again. Surprise, you've just landed on a secret hidden passageway that will take you safely over some of the poisonous cavern waters.

PROTIP: There's no free ride on the railcars in level 3-2. After you jump onto the railcar you must run in the same direction that it's moving, otherwise you'll be flung off right onto a nasty bed of spikes.



PROTIP: In level 3 you must cross over a huge waterfall via a very shaky log bridge. Look closely at the logs before you cross. The logs that have a slight greenish tint to them are rotten and will collapse if you jump onto them.

Staying on the Ball

Are you ready to roll? If you've made it this far, you're now in level 4, the final chapter. Whew! Don't slow down now, rollin'-bowlin' balls as well as more secret passages will keep you and Alex plenty busy till the end.

PROTIP: Stand on top of the little boxes that release bowling balls. Wait here, learn their timing and make a run for it before you become a human bowling pin!

Good old Alex, he's done it again. Only this time he's landed in a world full of trouble, Shinobi style. If you're looking for some truly cross cart-ural entertainment, look no further. Alex is in a tight spot but we all know he's got the stuff to come out on top. Remember: Tricks are for Kidd!

Alex Kidd In Shinobi World by Sega of America (Price Not Available).

ILLUSTRATION: ERIC LEE

CYBERCORE

By Hobbs

Bzzzzzzz, silence. Bzzzzz, silence. Bzzzzz, smack! Ouch! *&#!@%$# fly! Does this paint a familiar picture? Just thinking about those grotesque, tickly little legs scurrying across your cheek is enough to make you twitch. Come to think of it, few things are worse than the relentless buzzing of some maniacal, kamikaze bug who's chosen your face as a target. Right? Well, maybe not. Let's be creative and take this bug scenario one step further. Try to imagine what could be worse, much worse, than the unwanted attentions of the average, pesky insect.

Picture if you will some strange twist of fate turning all of those twitchy, hairy, crunchy bugs into larger than life, no wait, dinosaur-size creatures with one thing on their minds – REVENGE! Jiminey Crickets, what next! Do you really want to know? Of course you do, so get ready, get set – there's a super insect invasion swarming right in your direction. Cybercore, a buggy new eight level, single-player shoot-em-up adventure for the TurboGrafx, pits you against the evil forces of Chimera, a mysterious entity who poses a grave threat to the human race. If you're hungry for a real Turbo Grafi-cal feast, take on the persona of Rad Ralph, the only man handy enough with a space ship to handle this king-sized pest problem.

Stop Bugging Me

Move over Arnold Schwarzenegger, it's time for the GamePros to assume the role of the ex-terminator. Your transportation – Rad Ralph's super duper hi-tech space-craft. No time to get comfy though; as quick as you can say "black bugs blood" you'll be bombarded by masses of creepy crawlers. To make matters even worse, you start off with a measly twin-fire gun and single-release explosives! Not to worry – it's a matter easily remedied and all you have to do is keep an eye open for what you might call a "Fairy-God-Beetle".

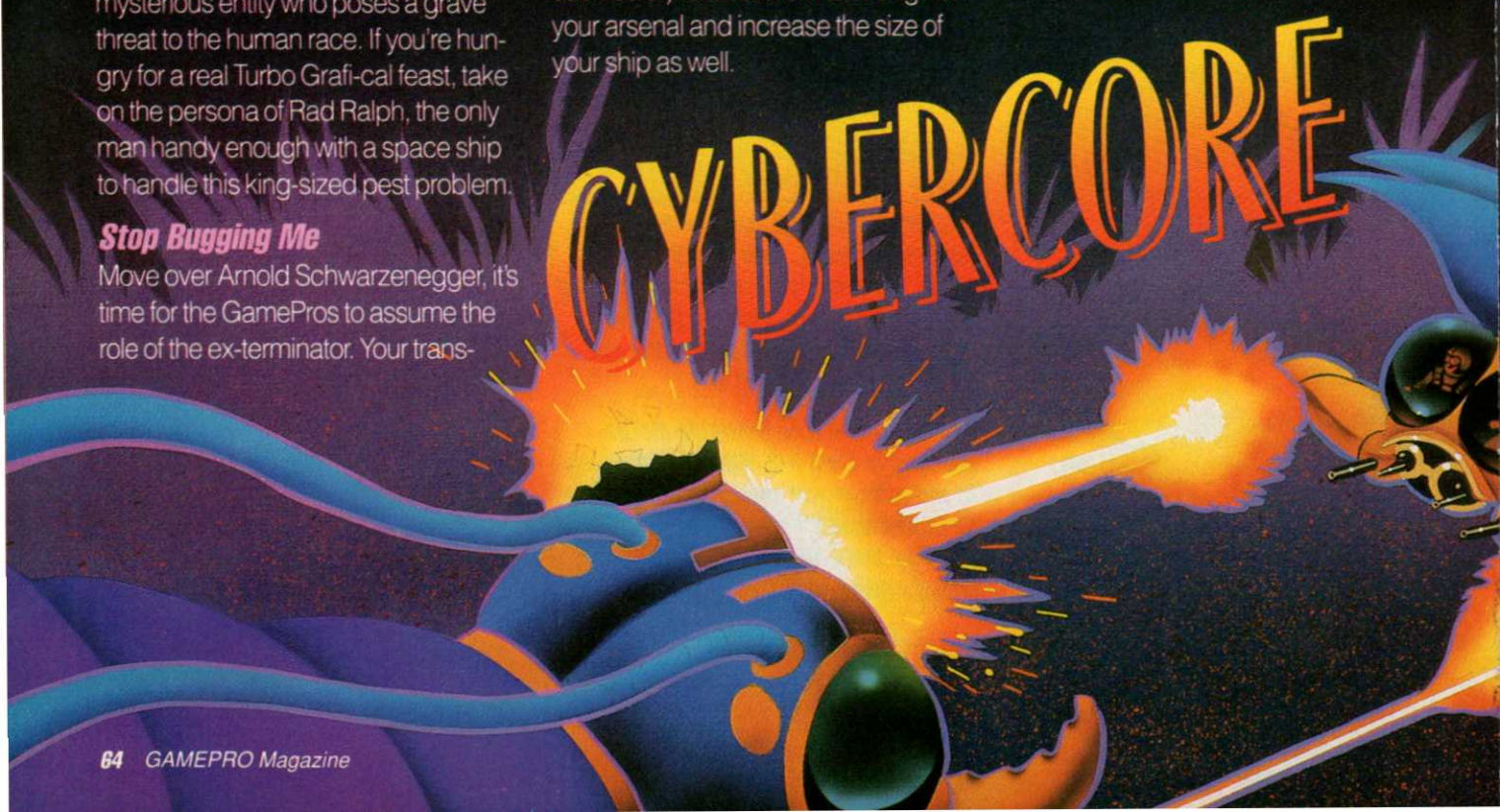
Blowin' Bubbles.

The good beetle will appear at least twice during any level and is easy to identify since it flies in the same direction as your spacecraft. Oddly enough, you must pummel your ally with bullets in order to reap its rewards. When you do this the beetle releases a series of colored bubbles (four max for each color). Collect them to strengthen your arsenal and increase the size of your ship as well.

Technicolor power-ups.

To gain maximum benefit from the power-up bubbles you must collect the same color bubble (blue, green, yellow, orange) each time the power-up beetle releases them. The bubbles work in a series. If you pick up all blue bubbles (four max for any color) you'll get all power-ups assigned to that color. Some weapons are better for certain levels than others. If you need to switch weapons just pick up a different colored bubble from the beetle. You'll start off at the lowest weapon for that color, but, hey, you can't have everything, eh.

PROTIP: Learn the flight patterns of the Fairy-God-Beetle. Get good enough at it and you may be able to pummel it enough times to cause it to release two of the same colored bubbles. Abracadabra, a double power-up in one go!



PROTIP: To commit massive (high scoring) insecticide, pick up the blue bubble weapons. They're powerful and they also provide you with rapid fire. For example, the fourth blue bubble will give you triple bombs and a simultaneous spray of five shuriken-type shots. A Bonus of 100,000 points equals one extra life. Go for it!

This town's crawlin' with 'em.

A Fly In Your Soup-ed Up Engine

Bug-filled oceans, towns, and valleys are all part of the arduous terrain you must travel through to get to Chimera. Don't be at all surprised if you run into a few undesirables such as giant water mosquitos, laser-beaming locusts, and a host of strange mutant-insects you'll probably never see the likes of in your worst nightmares!

PROTIP: If you come across a yellow/green bubble (not from the beetle) grab it for temporary invincibility. Hint: Unfortunately good things must always come to an end, so when you hear a chirping noise consider your invincibility as good as gone.

A Bee In Your Bonnet

No game would be complete without a big boss or two, or three, or four, right?! Of course the ultra-evil Chimera, slimeball that he is, is not about to let you and Ralph off easy. This creep stationed a big boss at the end of each level and in the middle of each too. Hold on! Before you FLY off the handle take heed. These jokers have a buzz that's much worse than their sting.

PROTIP: You'll see an enticing field of flowers in Level Three. Don't be fooled, they're deadly. Blast them mercilessly and then stand by momentarily and wait. If you're lucky the flower just might release a precious colored bubble before it wilts!

PROTIP: At the end of Level Three aim for the big fly boss's eyes, shoot, and then circle around her to avoid the deadly maggots she shakes off of her body.

Consider Levels One through Four a rest period. After that things really start to get hairy or, shall we say, spidery. Don't get discouraged. Perseverance and choosing your weapons with care will get you through.

PROTIP: Beware of shrubby-looking bushes in Level Four. A small fraternity of bomb-spitting ants will scurry out unexpectedly.

PROTIP: The green bubbles provide a triple shot and a boomerang-style shield. This is an effective choice of weaponry for some of the upper levels, especially Level Eight.

Excellent graphics and great playability make for a captivating variation of the shoot-em-up theme. And remember, it's going to take more than a flyswatter to squash this bunch of voracious vermin. But we know you won't let it bug you!

Cybercore by NEC ($61.99).

B.L.O.O.D.Y W.O.L.F

By Hobbs

You are a Bloody Wolf! (No, this isn't cruelty to animals!) In fact being a Bloody Wolf is a great honor, really! As a B.W., you are part of one of the military's finest special missions personnel. Sly and cunning like the wolf, no one escapes you when you're onto their scent. O.K, now that we've got that cleared up, the name sounds pretty cool, eh? Alright, back to business.

As the story goes, the government is faced with a whopper of a problem! A problem too big for even the hot-shot G-men to handle. (Here's where you come in.) Somehow the president has slipped through protective barriers and is now in the hands of a hostile, militant force. Ooops! Now a very embarrassed government waits helplessly in the wings while you, the Bloody Wolf, go out and single-handedly (one-player game) rescue him, preferably in one piece! What would they do without you?

If it moves–shoot it!

Hungry Like The Wolf

You're armed with a machine gun and a handful of grenades, but strategy is the name of the game if you're going to survive these eight levels of non-stop military madness. Your mission begins in enemy camp territory, choc-a-bloc with trucks and barbed wire as well as a constant shower of unfriendly grenade and gunfire. Get a handle on your moves early on and you'll be in good shape to burn through the first four levels. You've got a powerful jump, so use it to your advantage by soaring over a seemingly endless forest of barb-wire coils as well as occasional bone-crushing, runaway logs.

PROTIP: At the end of level one, destroy the big boss's missiles by firing directly at them as they glide through the water. This will save you from literally losing the ground you stand on as the missiles take out huge chunks of the river bank.

PROTIP: Leave no stones unturned! (Especially in level three!) In other words, check all doors and cave entrances. Many of them contain valuable weapon power-ups, food, medicine, and most importantly hostages, some of whom have valuable information to share.

Howling at the Moon

If you thought the hunters were out for the wolf in the first four levels, just you wait. After risking life and limb to rescue the president along with countless other hostages, you discover that the chopper can only manage one more passenger safely. Well now, between you and Mr. Prez, guess who's gonna lose the coin toss? Just to add to your woes, as the rescue chopper takes off, you turn around only to discover about 50 enemy soldiers breathing down your neck. Gulp! The only consolation-you're taken alive. What next you ask? Well, here comes a real switch-O-change-O!

Thorn in the Paw

Now, you get to take on the role of a fellow Bloody Wolf, trek through more treacherous terrain, and rescue yourself, or at least who you used to be. P.S., you will eventually switch back to your original character to battle it out with the last of the Big Bosses.

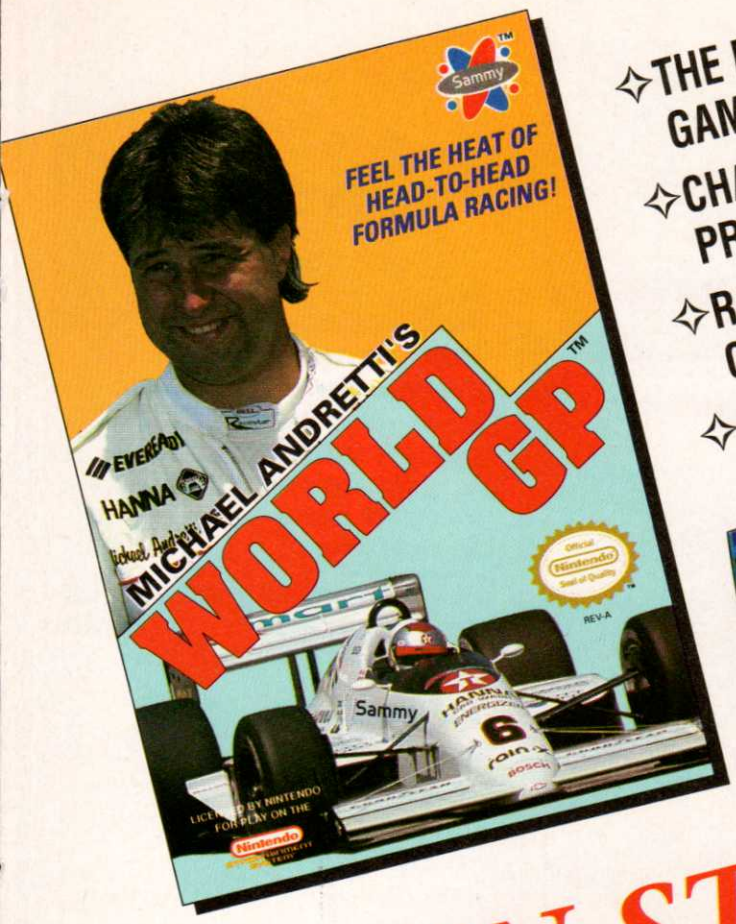
PROTIP: Use gunfire to destroy the soldiers guarding the caves. Grenades are too powerful and will destroy everything inside the cave, hostages and power-up weapons included.

PROTIP: To avoid potentially fatal hits in Level Seven, plant yourself under the right-hand corner of the Gun boat (big boss) and cut loose with rapid fire. This should allow you to get in enough hard blows to destroy the boat, while allowing you enough time to maneuver around any stray bullets.

PROTIP: Take time out for a stroll through the forest. Don't forget to climb the trees, they'll hold more than a stray kite in their branches.

Whew! This new lead blaster for the TurboGrafx has enough action to leave even the most anxious fingers tired and cramped. Eye pleasing graphics and catchy level-tunes only add to this up and coming must-see from NEC. Hello Mr. President!

Bloody Wolf by NEC ($69.99).



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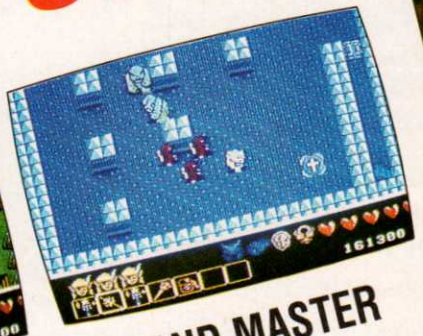

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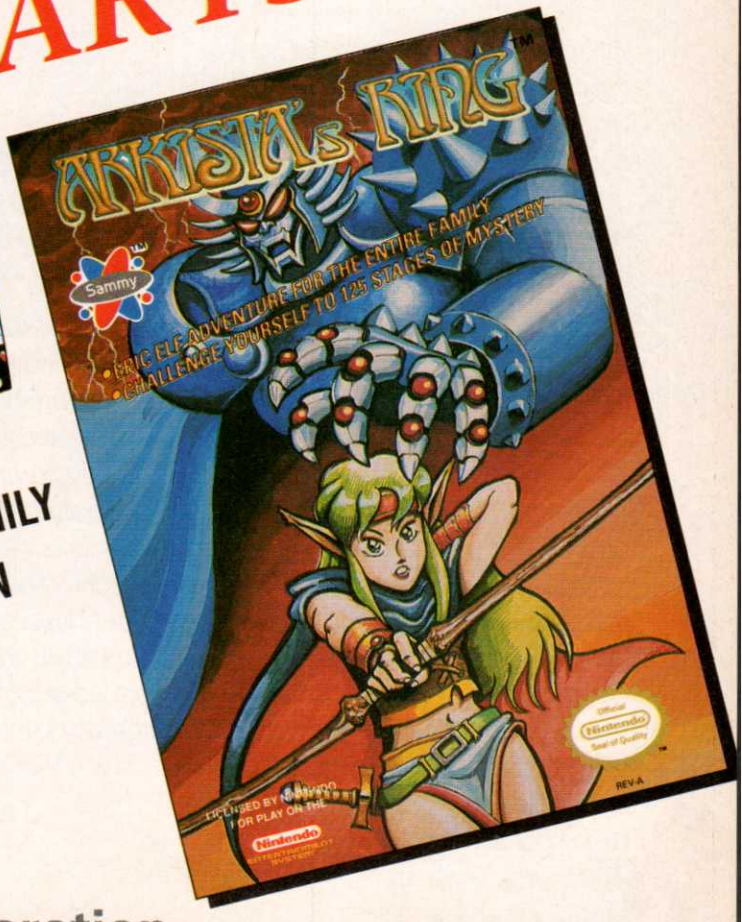

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BasketBrawl

By Hobbs

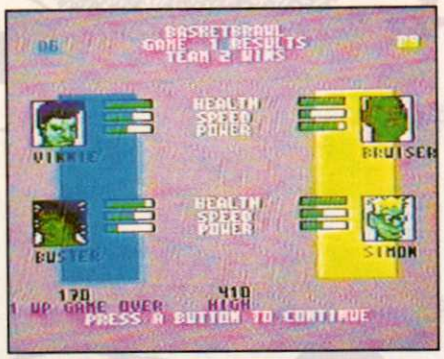
Yeah, there's nothing quite like a good game of hoops to take the edge off that old monster called stress. It's been a long night and as you kick back your imagination runs wild with visions of incredible feats of basketball brilliance, rivalling even the Air Master himself, Michael Jordan.

That's it! No more dreamin' for you! Quick as a flash you grab your sneaks, a fresh pair of brass knuckles, and a switch blade (just for good measure) and head on downtown to play the ultimate aggression-releasing game, BASKETBRAWL!

No, you didn't misunderstand me, lethal weapons are an essential part of this rough and tumble B-ball game, the Mayor's big plan to help curb inner-city gangwars. Well, the Mayor's in for a bit of a surprise. Unfortunately these boys play by a whole new set of rules – punching and stabbing are fair play.

Takin' It to the Street

After you choose from a lineup of six bad boy personalities, it's time for round one in organized sports' (and the Atari 7800's) most deadly game. One or two players can join a bruising bunch of ballplayers in a hard-fisted 1-on-1 or 2-on-2 game. The action begins with a center court stare-down, straight into the eyes of some of the biggest thugs around such as "Bruiser," "Buster," "Slash," and "Biff." Each one has a different, brutally effective skill. Slash, the punk rocker, for example is an incredible jumper and shooter, while Biff packs a beefy knuckle sandwich. Take these strengths and weaknesses into consideration when choosing your persona.



PROTIP: Simon is a well-balanced player and definitely a sound first choice.

PROTIP: Watch out for the ref! His idea of a sharp call is to toss daggers at you from the sidelines.

Slammin' and Jammin'

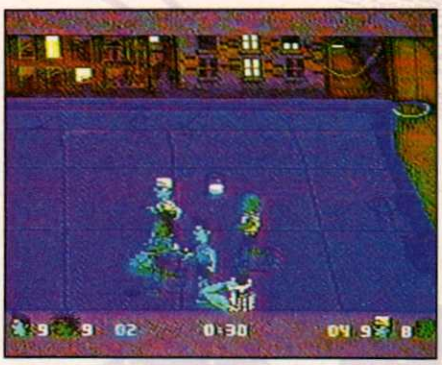
Player control is as smooth as a Jordan reverse slam-dunk. The right button delivers punches, the left delivers the throws. If you want to pass to a teammate, quickly press and release the right button. Better yet, if you want to bean someone with a power throw (2-on-2 game only), hold down the right button and push up on the controller. Careful! Don't waste too much time choosing a target or you may lose the ball.

PROTIP: Punching is an effective ball stealing method. However, when the players pile up during the heat of a game, be careful not to punch your own guys. Swing at the wrong hoodlum and the ball squirts into the hands of the other team!

PROTIP: Deliver enough hefty blows and you can put a player out of commission. P.S. There are no replacements.

The Winning Edge

Feeling run down? No problem, just go for some power-ups. Grab a glass of energizing moo juice or for a quick pick me up to get the lead outta your shoes.Or, make a move on a lightning bolt and you'll be quick as a flash.

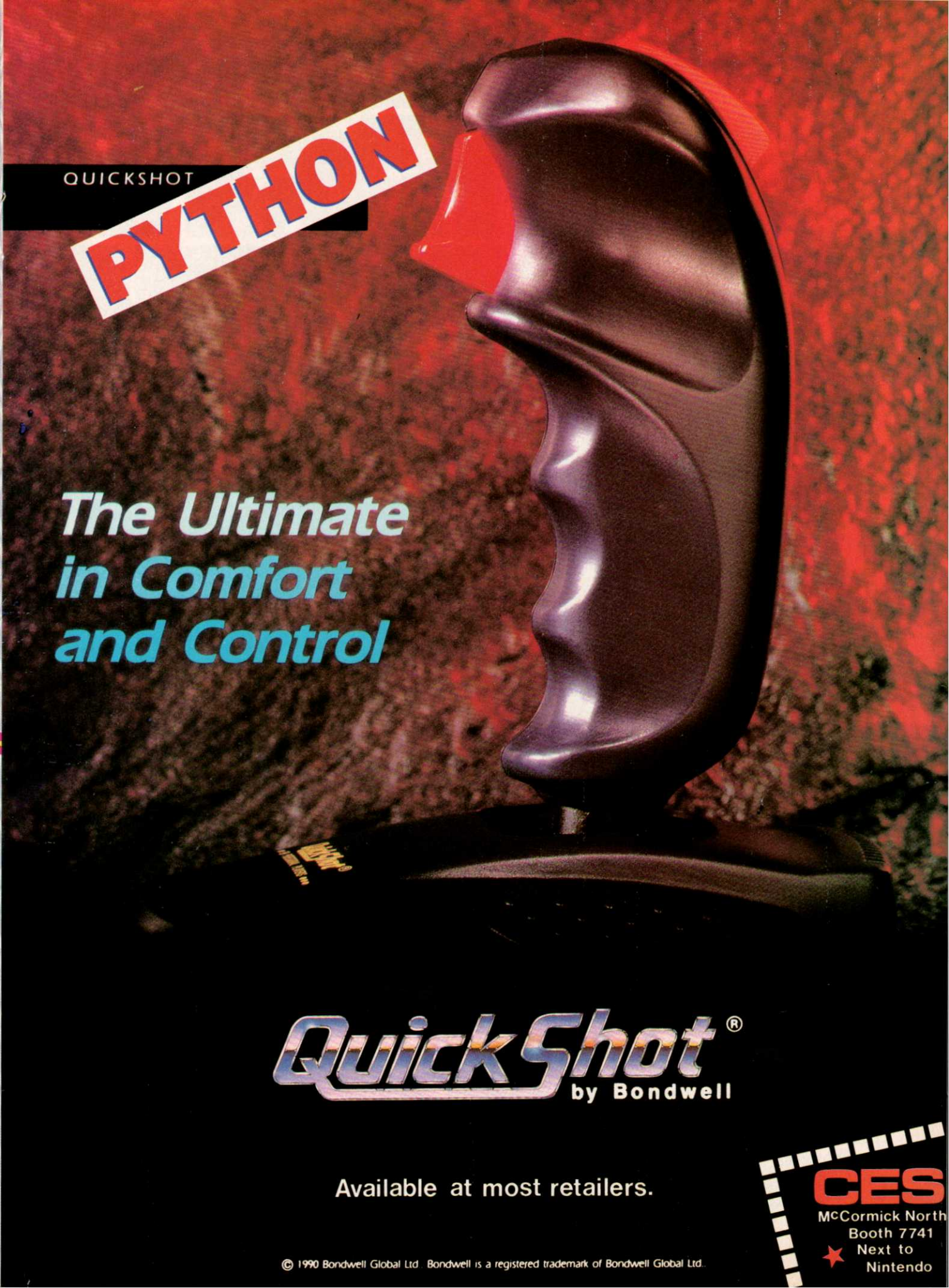


PROTIP: Your opponents like milk and lightning, too, so be sure to beat them to the punch!

Alright for Fighting

If you're tough enough to take on the hardcore inner-city streets for some heavy duty jungleball, jump on that joystick and give this all new 7800 cart a shot. In your face, your ear, your stomach, your mouth, your...

BasketBrawl by Atari ($24.99).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PROVIEW

By Michaelangelo

Yo, dudes and dudettes! Michelangelo here, typing away with all six fingers on my trusty ol' word processor. The radical folks at GamePro offered me a year's supply of pizza if I would review our latest adventure for the Game Boy. I'm not stoked about typing, but hey, I'll do anything for pizza!! (Cowabunga!!)

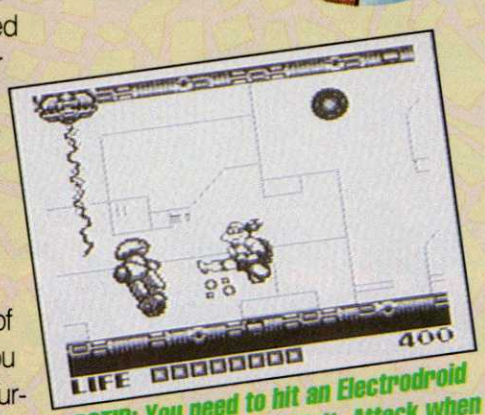
April Goes AWOL!

Konami's Teenage Mutant Ninja Turtles is an awesome game that lets you take each one of your four favorite turtles on an adventure to rescue our friend April who has been kidnapped by that gnarly Shredder dude. The game has five really rad stages with three levels per stage...so that's like 15 different levels in all. (And like I didn't even use a calculator to figure that out!) At the end of each stage is one of Shredder's main goons, who's really tough to squash. (Don't worry, they just look tough!)

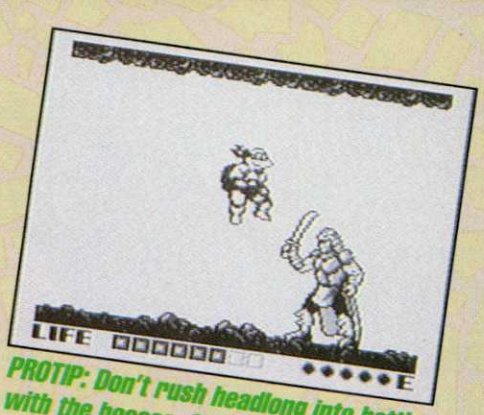
At the beginning of each game, you get to choose between us four turtles (pick me! pick me!) and our respective weapons: Leonardo with his swords, Donatello and his bo stick, Raphael with his sais, and yours truly with his nunchuks! In addition to your weapon, you also get an unlimited supply of ninja throwing stars! (Rad!)

You start with eight hit points, but lose a point each time you get zapped by one of Shredder's creepos or their weapons (Bummer!). Not to worry though, you can always recharge by eating pizza slices and whole pizzas pies that randomly pop up along the way! (Yum!)

But, if you lose all your hit points, then that Turtle becomes a prisoner of Shredder and his Foot Clan. Then you have to choose from the remaining Turtles and continue from where you were caught. Now you have to rescue not only April, but all your captured fellow Turtles! (Double Bummer!)



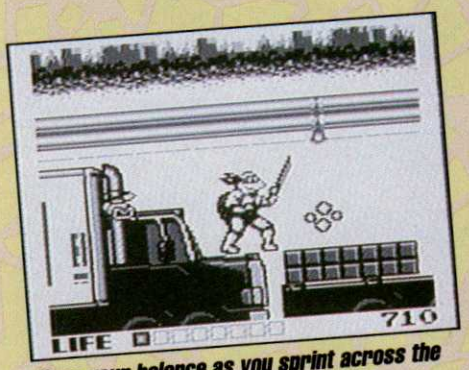
PROTIP: You need to hit an Electrodroid twice in order to smash it. Attack when it jumps in mid-air, because it can't shoot its electrified cables at you.



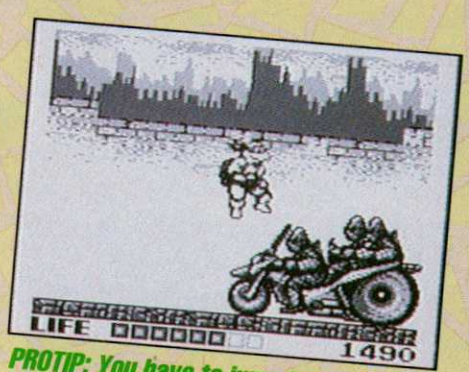
PROTIP: Don't rush headlong into battle with the bosses. Study their patterns, because each boss requires a different attack strategy. For example, let Shredder come to you instead of you rushing into the path of his swords.

piranha-infested river, and all the way to the heart of the Technodrome itself!

The graphics and animation are the best I've ever seen on the Game Boy! You'll actually feel like you're sloshing through a river or jumping over the roofs of speeding cars on the freeway!



Keep your balance as you sprint across the roofs of speeding cars along the freeway.

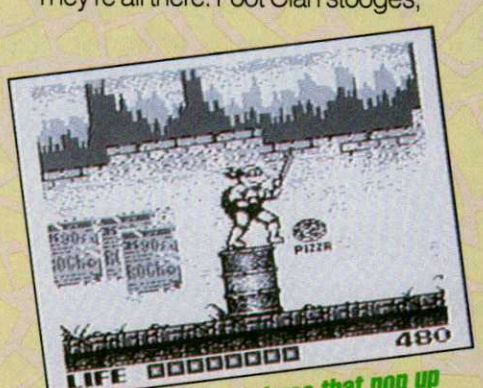


PROTIP: You have to jump towards the opposite direction that the motorcycle comes from.

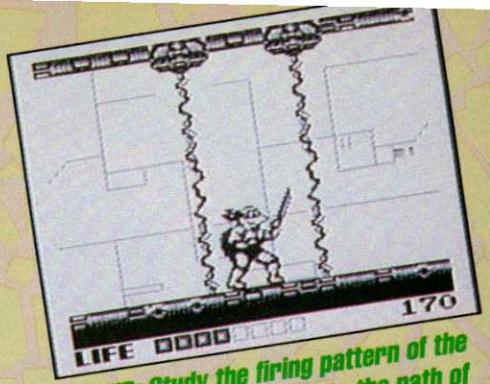
And I bet you'll lose your karma over the totally tubular tunes, including our awesome theme song!

Goons Galore

Fans of our arcade game will freak when they recognize the same ugly boffos on their Game Boy screen. They're all there: Foot Clan stooges,



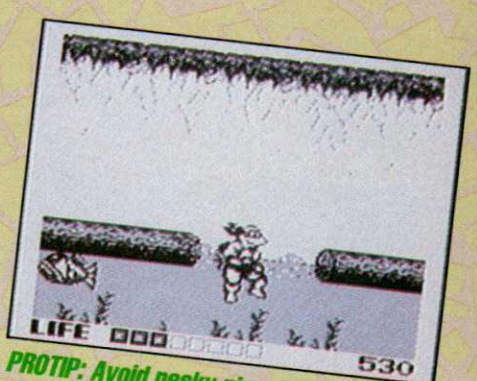
PROTIP: Munch on pizzas that pop up for extra life units!



PROTIP: Study the firing pattern of the lasers. Stand right next to the path of the laser and run across immediately after it has discharged.

Mousers, Electrodroids, plus intense bosses like that Rhino and Bug-Eyed Dude!

You'll also have to watch out for new nasties like fireballs, attack bugs, and these monstrous boulders trying to turn you into instant pancakes. (But hey, they're no problem for expert martial experts like us!) They come at you pretty fast and there's a lot of them, but pay attention to their patterns and you can wipe them out without breaking a sweat!

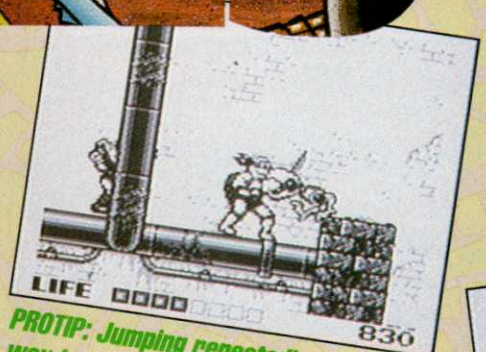


PROTIP: Avoid pesky piranhas by staying on top of the logs as much as you can.

The Last Honest Pizza

Trust me on this one you guys, you're gonna love Teenage Mutant Ninja Turtles on the Game Boy! Even after you've finished the game, you'll want to play it again and again just for the fun of it. I'd like to rap some more with ya, but the pizza delivery dude is at the door, and I want to get to them before the other guys do! (Sometimes they're more like pigs than turtles you know!)

***Teenage Mutant Ninja Turtles* by Konami ($39.95).**



PROTIP: Jumping repeatedly is the only way to get rid of Mousers or piranhas that latch on to you.

Searching High and Low

This game wings you through the streets of the big city, into the sewers below, out on the freeways, through a

PROVIEW

BATMAN

By Catwoman

It should have been a happy occasion. Gotham City was preparing for the celebration of its 200th anniversary when suddenly the Joker appeared on the scene. This evil apparition is out to destroy the populace by spreading DDID Nerve Gas throughout Gotham City. Who can stop the Joker? Batman, of course. Dedicated to fighting criminals and upholding justice, Batman will need every Bat Trick he's got up his sleeve to stop the Joker, rescue the lovely Vicki Vale, and save the good citizens of Gotham.

Assault and Bat-ery

As Batman "Bat-tle" your way through three different action stages in the streets of Gotham City. Even worse you'll have to wind your way through the dark and dreary confines of some of Gotham's creepiest buildings such as the Axis Chemical Factory, the dusty Flugelheim Museum, and the spooky Gotham City Cathedral.

PROTIP: Watch out for secret trap doors in Level 2-3. They can drop you right into the middle of your enemies, or they can lead you to some great power-ups.

You'll also have to take to the skies in your Batwing for an aerial Bat-Fight high above the city streets.

Those Marvelous Toys

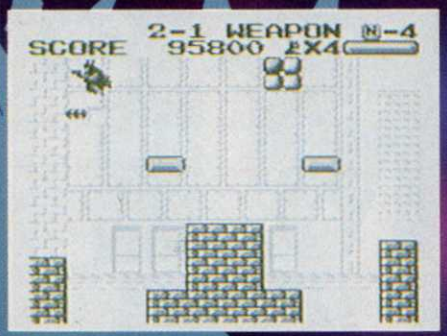
To defend yourself you'll have to snag special bat weapons that boost your power.

PROTIP: Sometimes you can just use your Bat-Brain to get out of tricky situations. At the beginning of 1-3 stand right next to the ledges and your enemies will jump clear over your head.

Begin with a Normal Weapon and grab power-ups to convert to the rapid-fire Shot Weapon, the spiral shots of the Wave Weapon, the awesome blasts of the Power Weapon, the bullet-like boomerang Batarang, and the deadly Tranquillizer Weapon.

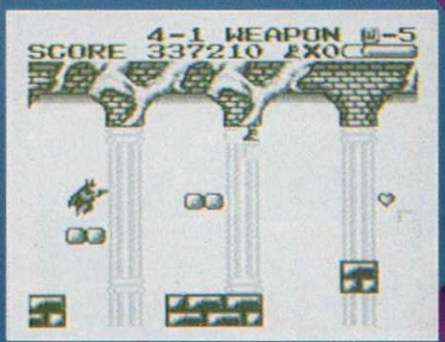
PROTIP: The Power and Wave Shots can shoot through obstacles. When powered up to high levels these make excellent weapons. The Tranquilizer weapon is also very powerful.

You can increase the power of your weapon with Spear Ups. Grab a Batwing or a Faster Batwing to shield yourself from enemy fire.



PROTIP: Grab this Batwing by using the game scrolling to make this tricky jump in 2-1 a cinch.

Other special items include a Smoke Bullet which obliterates all enemies on the screen, power-ups for your life gauge, bonus points, and 1-ups.



PROTIP: Shoot to make these hidden steps appear in Level 4-1. You can climb right up to snag the 1-Up.

Bat In The Belfry

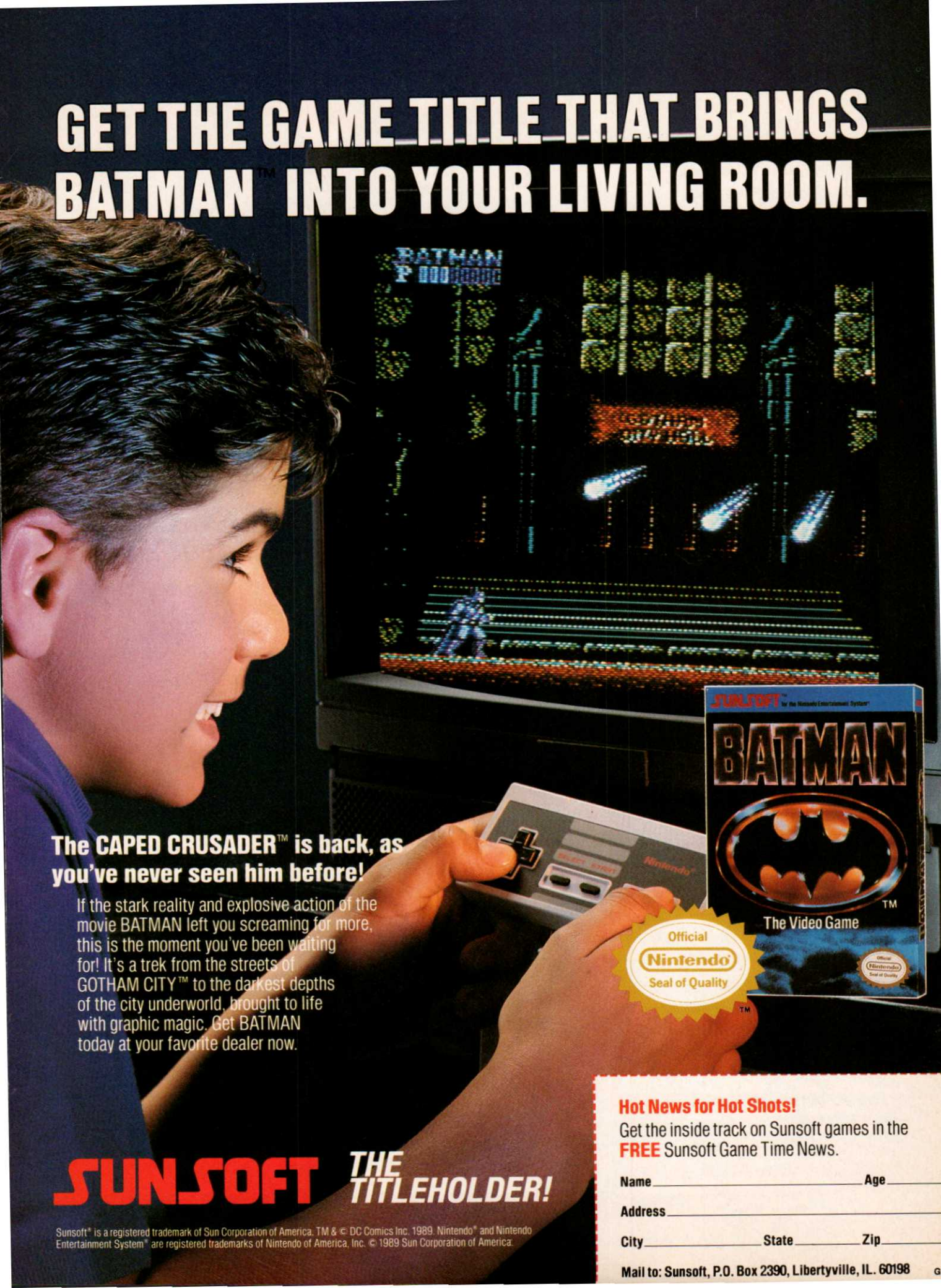
It'll take several showdowns with the Joker before the final fight high above the city streets in the Cathedral Belfry.

PROTIP: Watch out for Level 4-2 in the Cathedral. The game begins to scroll on its own!

Although the graphics are a little small (You may end up blind as a bat!), the gameplay for Sunsoft's Batman is excellent. Holy Game Boy, Batman...

Batman by Sunsoft (Price Not Available).

GET THE GAME TITLE THAT BRINGS BATMAN™ INTO YOUR LIVING ROOM.



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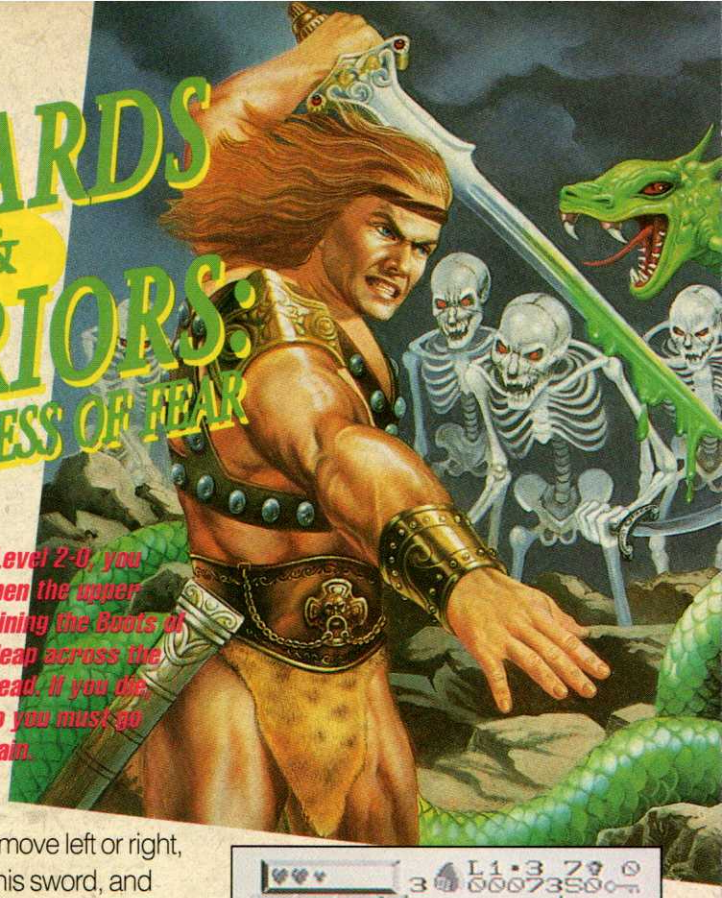
WIZARDS & WARRIORS: THE FORTRESS OF FEAR



By Charlie T. Aslan

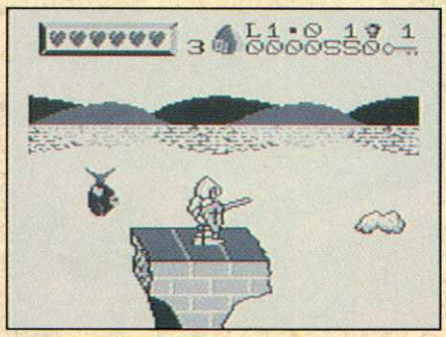
The evil Wizard Malkll is back – and this time he means business! Princess Elaine has vanished, and you fear that Malkll has whisked her away to his dreaded Fortress of Fear at the other side of the treacherous Tangled Woods of Zanifer.

You are Kuros, wielder of the IronSword. Up to now, you're the only one who has successfully challenged the dark powers of Malkll. Can you succeed once again?

The Saga Continues

Wizards & Warriors: The Fortress of Fear is a new one-player Game Boy cart that features great graphics and fast action on a par with Wizards & Warriors, the popular NES version. Here you must conquer five levels of the Fortress of Fear, 18 sectors in all.

PROTIP: At the very beginning of the first level, move a few steps to the right, jump up to the second level, then move as far left as you can. You'll find a key and a bonus point item.



PROTIP: You can ride on most moving platforms (clouds, stone slabs, etc.) even though they disappear off-screen.

You'll find magic items plus food and drink along the way to aid you in your quest. Keep an eye peeled for locked treasure chests. They contain gems and magic, but they can only be opened with a key.

PROTIP: To obtain the Potion of Healing in Level 1-1, go to the far right of the lower level, pick up the key, then backtrack to the treasure chest.

PROTIP: To complete Level 2-0, you must get a key and open the upper treasure chest containing the Boots of Jumping, so you can leap across the large crevasse up ahead. If you die, you lose the Boots, so you must go back and get them again.

Move It, Kuros!

You can make Kuros move left or right, crouch, jump, swing his sword, and stab. The playing screen displays Kuros' life force, the current level and sector, the number of lives remaining, the number of gems collected, the number of keys collected, and the score.

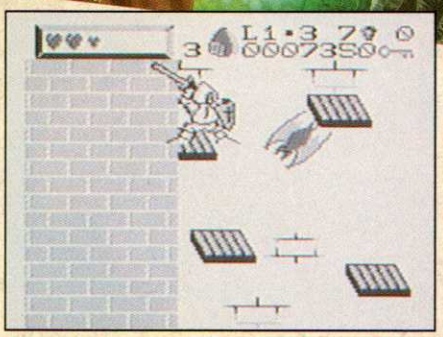
PROTIP: When you move right to left on the top of the wall in Level 1-2, thrust forward with your sword rather than swinging it over your head. Jabbing quickly in front of you keeps the bats and the warriors from touching you.

You begin the game with three lives; however, you'll find miniature Kuros dolls along the way that add one life to your total.

PROTIP: The chest on the lower tier in the middle of Level 1-0 contains a 1-Up. You can reach it by jumping off the cloud when it drops to the bottom of the screen.

PROTIP: Collect as many gems as you can. For every 10 gems you find, you receive a free man.

And you'll need every life you can get your hands on! It isn't long before you're bombarded by bats, punctured by arrows, and otherwise mauled by the malicious minions of Malkll.



PROTIP: When you face the Super Bat on Level 1-3, stay on the top left block. The bat comes at you (he's on the same horizontal level as you), so jump to the bottom left block. When the bat flies off-screen, jump back to the top left block. Now the bat flies vertically from top to bottom, disappears, then moves from bottom to top. Hit the bat as it moves in front of you. It takes approximately 8 hits with your sword to defeat the bat. WARNING: Never remain on the same horizontal plane as the bat, or it corners you and does plenty of damage.

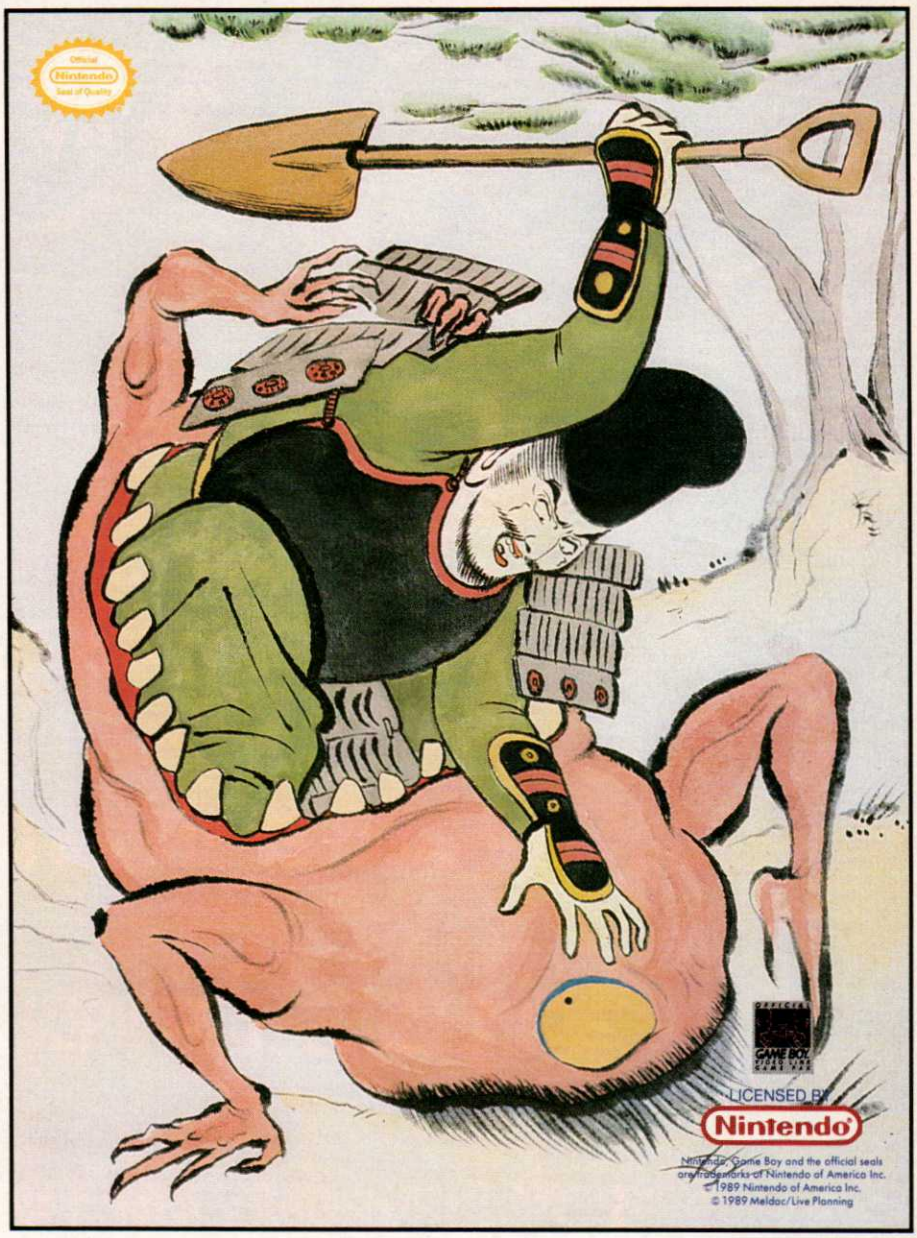
Looking for Adventure?

Fortress of Fear is a great Game Boy adventure. If you like puzzling levels and fast-paced swordplay, give it a go. But don't let that old Black Magic put you in its spell!

Wizards & Warriors: The Fortress of Fear by Acclaim (Price Not Available).

HEIANKYO ALIEN™

THE JAPANESE MASTERPIECE



One thousand years ago, an army of malicious aliens invaded the peaceful city of Kyoto, forcing the villagers into an endless battle with the unwelcomed visitors.

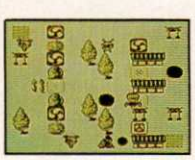
This is the classic video game that took Japan by storm ten years ago. This new **HEIANKYO ALIEN** program, made especially for Game Boy, has the added attraction of providing you with two different versions for twice as much excitement and double the fun!

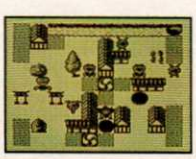
HEIANKYO ALIEN features the Multi Matrix Sound System (MMSS), the latest advancement in audio high technology.

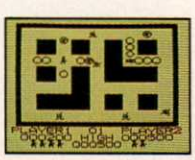
In addition, with the new two player opponent mode, available only on Game Boy software, two players can enjoy the thrills of this exciting game simultaneously!

HEIANKYO ALIEN, the Japanese masterpiece, is a game everyone will enjoy.

GAME BOY







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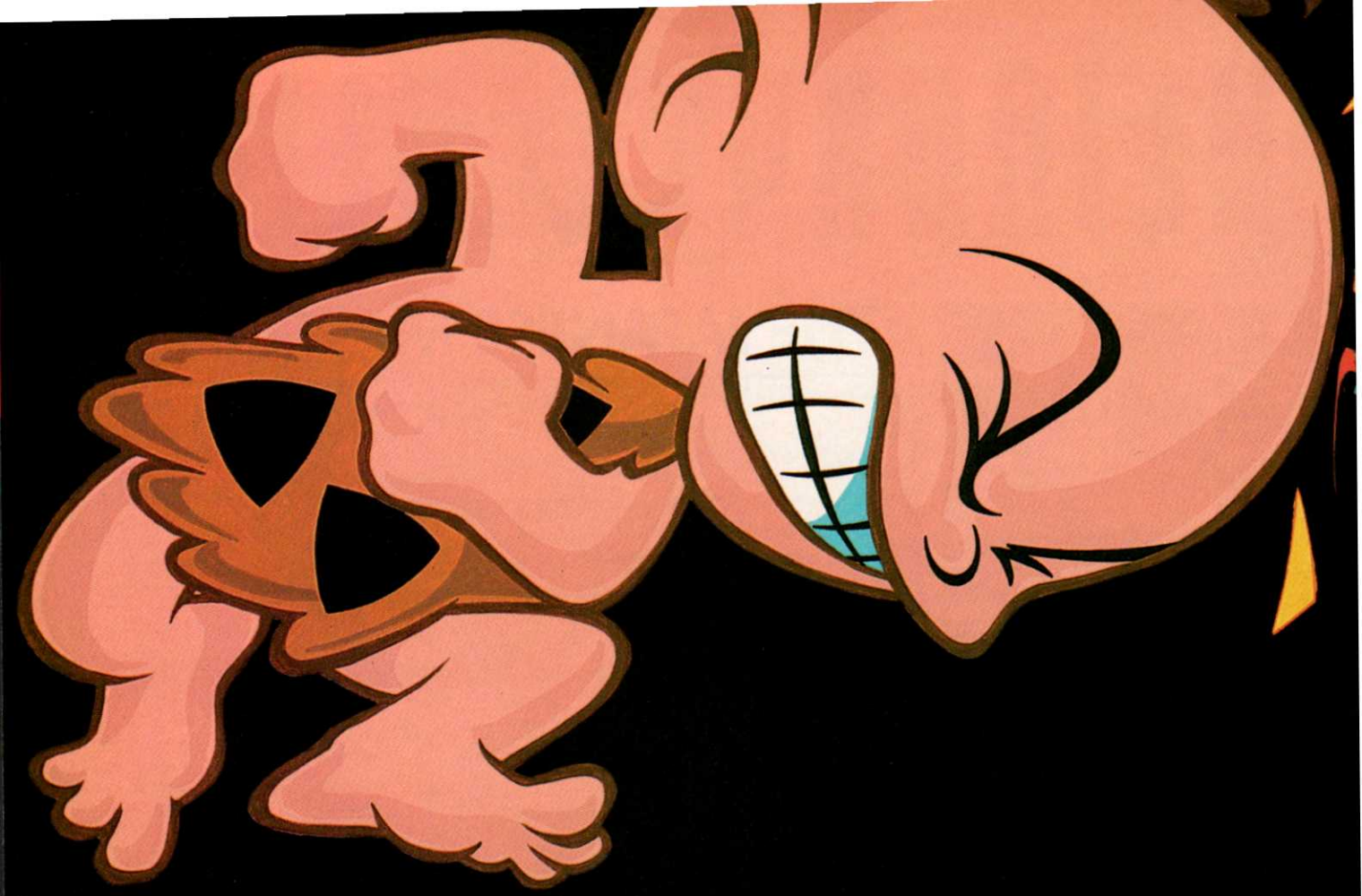


IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

PREPARE TO BUTT HEADS.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

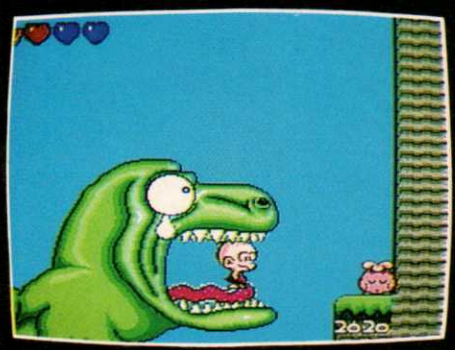
And the bad news is, evil King Drool has kidnapped the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE

As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.



Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.

Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.

TURBO 16 GRAFX

NEC

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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Kung Fu Heroes (Nintendo)

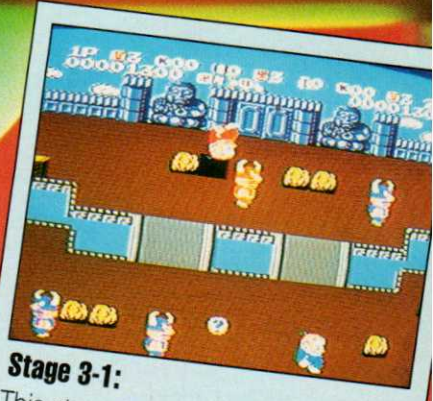
Tips for Stages 2-4

Stage 2-1:
Watch out for Gun Man who appears for the first time in this stage. Attack him from either the side or back. Beware of all of the enemies, including kicking Kung-Fu Commandos, in the upper screen. To defeat Cat Mage you'll have to get Scroll A and the Shorin Temple Mark B in this stage.

Stage 2-2:
Mage Cat appears for the first time. He'll try to get you with stone beams. However, if you've collected Scroll A and the Shorin Temple Mark B, you'll be restored in no time. Other enemies in this stage include Gun Man, punching and kicking Kung Fu Commandos and Floating Viper.

Stage 2-3:
This stage can be cleared quite easily if you know all of the basic techniques. Don't forget to grab the 1-Up. Enemies in this stage include Kung Fu Commandos, Floating Viper, and Gun Man.

Stage 2-4:
Bison Commandos will appear here for the first time. They move quickly and throw fast punches. Your stronger enemies, such as Uni-Gon and Thunder Bolt also appear.



Stage 3-1:
This stage is the exit screen from the warp zone in Stage 1-2. If you missed some items in the earlier stage you'll be able to catch up in this stage. If you arrived at this stage through the warp zone, you won't be strong enough to fight against enemies. You should concentrate on collecting items such as Shorin Temple Mark A, Shorin Temple Mark B, and Scroll A. Battle with Bison Commandos during this stage.

Stage 3-2:
The first thing you must do is find the Sword and the Key. The key leads you to the warp zones. These warp zones lead you to Stage 4-1 or 5-1. However, in Stage 4-2 there is the scarce item, Scroll B, that slows Uni Gon's movements. If you miss Stage 4-2 you won't be able to get it until the last stage, 8-4. Also, the Crystal Ball located in Stage 4-3 won't appear again until Stage 6-3. We recommend you warp

to Stage 4-1! Enemies in Stage 3-2 include Mr. Coffin, Gun Man, and Bison Commandos.

Stage 3-3:
Here Dragon Man appears for the first time. You must have more than five items plus use your Sword or Gun Balls to defeat him. To use the Sword, press both the A and B Buttons simultaneously while you walk. Enemies on this stage include Bison Commandos and Floating Viper.

Stage 3-4:
The Miracle Kick is the only item available in this stage. However, Uni-Gon appears frequently. Use the quick passages to avoid him. After you obtain the Miracle Kick, use it on Spear Man and then go on to the next stage.

Stage 4-1:
Were Cat doesn't attack you in this stage, but she crushes you. She is quite strong and Miracle Kicks won't affect her. However, one strike of the sword can defeat her. The floor in this stage is very slippery. Avoid falling into the pond. Don't forget to grab the 1-Up in the air.

Stage 4-2:
Scroll B is found in this stage. The scroll slows Uni-Gon's movement. To defeat Uni-Gon you must jump on his upper body and throw five punches.

Stage 4-3:
Use the Crystal Ball against Golem. It reduces his fire power by half. Other enemies in this stage include Med-usa Cat, Were Cat, and Mr. Coffin.

Stage 4-4:
This stage doesn't have any special items. Concentrate on defeating your enemies, including Golem, Uni-Gon, Were Cat, Medusa Cat, Cat Mage, and Thunder Bolt.

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Abadox (Nintendo)

Get the Wall Claws

You can destroy the claws on the walls in Stage 4. Aim for the eye at the base of the claw, but watch out, it flies at you when you zap it.

Abadox (Nintendo)

The Eyes Have It

In general, to beat any Guardian monster shoot the "open" eyes.

Abadox (Nintendo)

Defeat the Great Shark

Turn Stage 3's Great Shark into bait by dropping underneath it as it comes towards you and then flying to the far right screen edge. Now circle up from behind before it moves backwards. Move left until you're above and slightly ahead of it. Shoot as the Shark moves forward again. Now, move right and drop straight down. When it passes overhead, repeat the pattern. The Tresbeam is the best weapon here.

World Class Baseball (TurboGrafx)

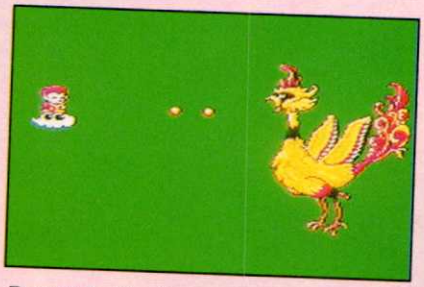
Try To Pitch A No Hitter

When you're pitching against the computer, try the following: throw the ball through the space between home plate and the inside line of the batter's box, opposite the side your pitcher is throwing from. For example, if you have a right-handed pitcher, throw the ball to the right side of the plate (the first base side), and vice versa for a left handed pitcher. You must also start to curve the ball as soon as the pitcher releases it. If this is done correctly the batter almost never hits the ball! Most of the time he won't even swing. If you're having trouble you may be curving the ball too late. This trick works considerably better against right-handed batters, but with a little practice it can be done with a lefty as well. When I use this trick I average 24 strikeouts a game and so far have always had either a shut-out or a perfect game!

Tom Whitlock III, Woodbury, NJ

Cloud Master (Sega)

Beat the Bosses



Round 1: The boss here is the Phoenix. Hit him in the beak 15 times to destroy him. Your best bet is the 3-way shot.

Round 2: Battle Kappa along the Koh River. Aim for the red blinking spot on his head. To avoid his bolts stay in the upper left of the screen and then move down, following the bolts.

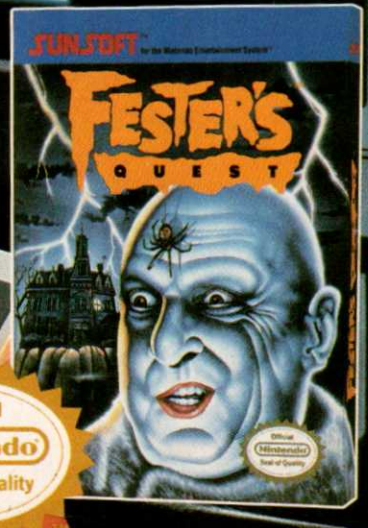
Round 3: Beat the Giant Buddah by shooting at the red blinking dot above his sunglasses. Move back and forth and zoom in close to his face.

Round 4: Use a double red bullet to fire at the spot on the Dragon's head.

Round 5: Shogun is the hardest boss to beat. Try different strategies, but remember to shoot at the white blinking spot on his head.

GET THE TITLE THAT JUST MIGHT DRIVE YOU CRAZY!

You rang.



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If "space games" are your thing, here's the spaciest one yet! With Lurch, Pugsley, Thing, and the rest of the Addams crew at his side, Uncle Fester leads the way in the wildest, wackiest alien shoot-'em-up ever! The action is manic, the graphics explosive, and the story is guaranteed to leave you howling. So find out for yourself how much fun going crazy can be. Get "Fester's Quest." At your favorite dealer now!

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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Phantasy Star II (Genesis)

Change the Music

If you'd like the music to stay the same when you enter a town or village try the following: Use the slow motion trick outside of a town or village. Next, enter the town or village (while still in slow motion) and press Start. The music will not change! This can be done anywhere.

John Hughes, Franklin, WI

Phantasy Star (Sega)

Use the Magic Wand

There is a way to escape from enemies in Phantasy Star without using magic – even the enemies that won't let you run away. Just use a wand! You'll find a store with wands at Skure on Dezoris. Equip Noah with one (as his weapon) and then buy an extra one. When in battle highlight it on the Item menus. This works in all places except when every direction is blocked off or when fighting a large creature such as Medusa or Lassic.

Steve South, Newark, NY

Phantasy Star II (Genesis)

Learn New Songs

Visit Ustedevich in Oputa often! He learns new songs when you progress farther and farther into the game.

Elias White, New York, NY

Phantasy Star II (Genesis)

Save Time!!

While playing Phantasy Star II you very often lose playing time due to the complicated nature of the game. Here are some tips that can save you 30 to 90 minutes each:

General Hints:

#1: During battle on Mota if you find yourself or your party getting low on HP there will be a pause in the action, allowing you to use strategy. Take the opportunity to use Monomate, Dimate, or Trimate to regain HP and save you and your group members from being killed.

#2: Always carry an Escapipe and a Telepipe on Mota. If you find yourself low on HP at any time you can get back to town, recoup, and Save your game without taking any more losses or losing valuable game time, power ups, or Mesetas.

#3: When you're in a town always get cloned and healed, buy gear and weapons, and stock up on medicine before you leave the town. And then go to Data Memory and save your game! If you get killed in the country you can continue your game, and you'll be healthy, stocked up, and ready to go right out and battle again. You reduce your risk of lost play time.

Other Hints:

#1: Don't play the organ in the Piata Control Tower. Use Musik and then proceed on your way!

#2: When you're traveling by scooter, looking for a change of water color south of Uzo to locate Climatrol, look south of False Uzo or the most southern island, the island closest to the mainland. (The hintbook will deceive you!)

#3: When you've completed retrieving items in Climatrol and you reach Niefirst she will ask you a question. Answer "No." Then use an Escapipe and Telepipe to return to town. Clone back any dead in your party, go to the Hospital to be healed, and then shop. Stock up on Dimate and Trimate. Stop at Data and then return directly to Niefirst? Save all of the TP you can on the way back to Neifirst. You'll need it! (With the exception of Nei) Before allowing Nei to battle Neifirst have her give all of her items (with the exception of items only she can use – such as ribbons) to others in the party. You'll be glad you did. Anyone killed while fighting Neifirst will be cloned back to life for free if Neifirst is defeated. So if you lose someone, just keep fighting. When fighting Neifirst have Rolf use the techniques of Nafoi or Githru and you'll greatly increase your odds of success!

Phantasy Star II (Genesis)

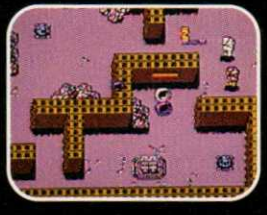
A Slow Motion Code!

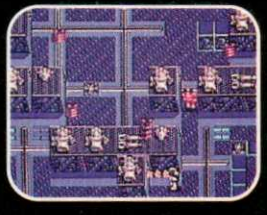
To put Phantasy Star II into slow motion press the Start button to pause the game and then hold Button B. For super slow motion hit the C button repeatedly while the game is paused.

Bobby Delonis & George Sauer, Ann Arbor, MI

UNCANNY ACTION.

THE UNCANNY X-MEN®





X-Men® fans! Now the fantastic gang of heroes... Wolverine,™ Cyclops,™ Nightcrawler,™ Storm,™ Colossus,™ Ice Man™...are at your command to save the entire human race. As Professor Xavier, you must choose the right X-Men to complete your colossal mission—to stop the evil mutants. For uncanny and explosive Nintendo® action and strategy, X marks the spot!

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COMING SOON FOR GAME BOY™! the AMAZING SPIDER-MAN

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S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

The Adventures of Lolo 2 (Nintendo)

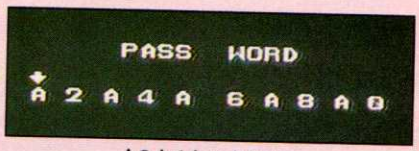
Beat Level 7-4

To get past level 7-4 you need to do the following: Shoot the Snakey out, and then put an Emerald Framer where he was. Snakey will come back somewhere else! Now you can figure out how to get out of here no problem.

Xexyz (Nintendo)

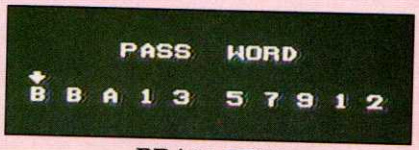
Passwords!

All shoot-em up scenes until 11-1:



A2A4A 6A8A0

All odd numbered enemy boss scenes:



BBA13 57912

By the Pro, A.J.F.

Xexyz (Nintendo)

Ending Password!

5C2B5 C8A1E

By the Eliminator

Batman (Nintendo)

Beat the Dual Container Alarm

On Stage 4-4 of Batman you can beat the Dual Container Alarm easily! Jump on top of the middle block and when the vehicle blocks come at you, duck and punch. They won't touch you! After they pass, fall back to the bottom of the ground so they don't hit you with their bullets as they go down. Then go back up to the top of the middle block and repeat the same procedure. When a block blows up go to the bottom and punch the last one a few times and you've won. You're on to the next stage!

Clint Koltveit, Mount Vernon, IN

Shinobi (Nintendo)

Level Select

Here's a level select with a twist. Sega's Shinobi and Nintendo's Shinobi have the same level select:

Down, Down, Left, Right, Up, Up, Start.

Daniel Lim, Livingston, NJ

Super C (Nintendo)

Start Out With 10 Lives!

To begin the game with 10 lives during the title screen hit: Right, Left, Down, Up, A, B, and Start. For two players press Select at the end of this sequence.

By the Pro, A.J.F.

Code Name: Viper (Nintendo)

Passwords

This password starts you at Level 4:

040471

This password starts you at Level 7:

081620

This is the password you get at the end of the game:

217298

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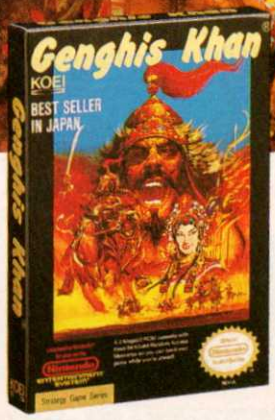

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Features: For one to eight players; two separate scenarios; five levels of difficulty; battery backed memory; demo mode; complete instruction manual and historical notes; poster included.

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  1989 Best Strategy Video Game
  Game Player's Magazine

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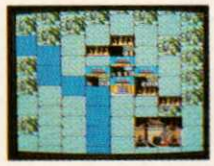

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KOEI...We Supply The Past, You Make The History

S.W.A.T. HOT TIPS

SECRET WEAPONS AND TACTICS

Alien Crush (TurboGrafx)

Get An Extra Ball

If you're in the bonus round with the skulls and green aliens, kill all of the green aliens and skulls except for one skull. Do not hit this skull! Try to keep you ball up for about twenty seconds without hitting it. If you do this, a pterodactyl-like creature will appear. Hit the pterodactyl-like creature and it will explode. By doing this, after you clear the board, you'll receive a perfect score of one million points and an extra ball!

Barry Clegg, N. Huntingdon, PA

The Adventures of Lolo 2 (Nintendo)

Four Extra Secret Rooms!

When you finish the Adventures of Lolo, put in the following passwords:

ProA
ProB
ProC
ProD

Now you can play the four extra secret rooms!

Bases Loaded (Nintendo)

Password

If you enter "JAELECO" in Bases Loaded it takes you to the final game of the season as Jersey. It says 38 games, but if you play the game, you'll find you have 85 wins!

Jason Bergbower, Humboldt, IL

Moto Roader (TurboGrafx)

Get $50,000!

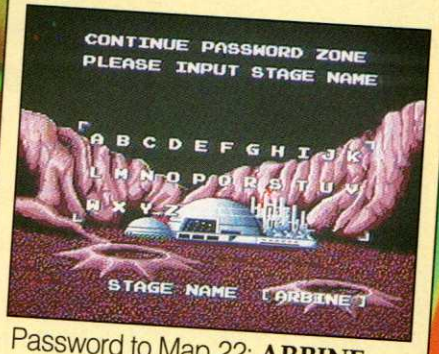
When you enter the Course Selection Screen, hold the Select button down and push the Control Pad to the Right. This activates the "time" option. At the end of the race the time of the winner will be shown. Pushing the pad to the Left activates the "slip" option. This option makes your car slip and slide even with the best tires and brakes. Pushing the Select with Button 2 activates the "Rich" option. When it's time to choose your parts, you'll

start with $50,000 instead of only $5,000. The computer cars also receive $50,000, but they will still choose cheap parts instead of the better expensive ones!

Perry Mercer, Brockton, MA

Military Madness (TurboGrafx)

Passwords

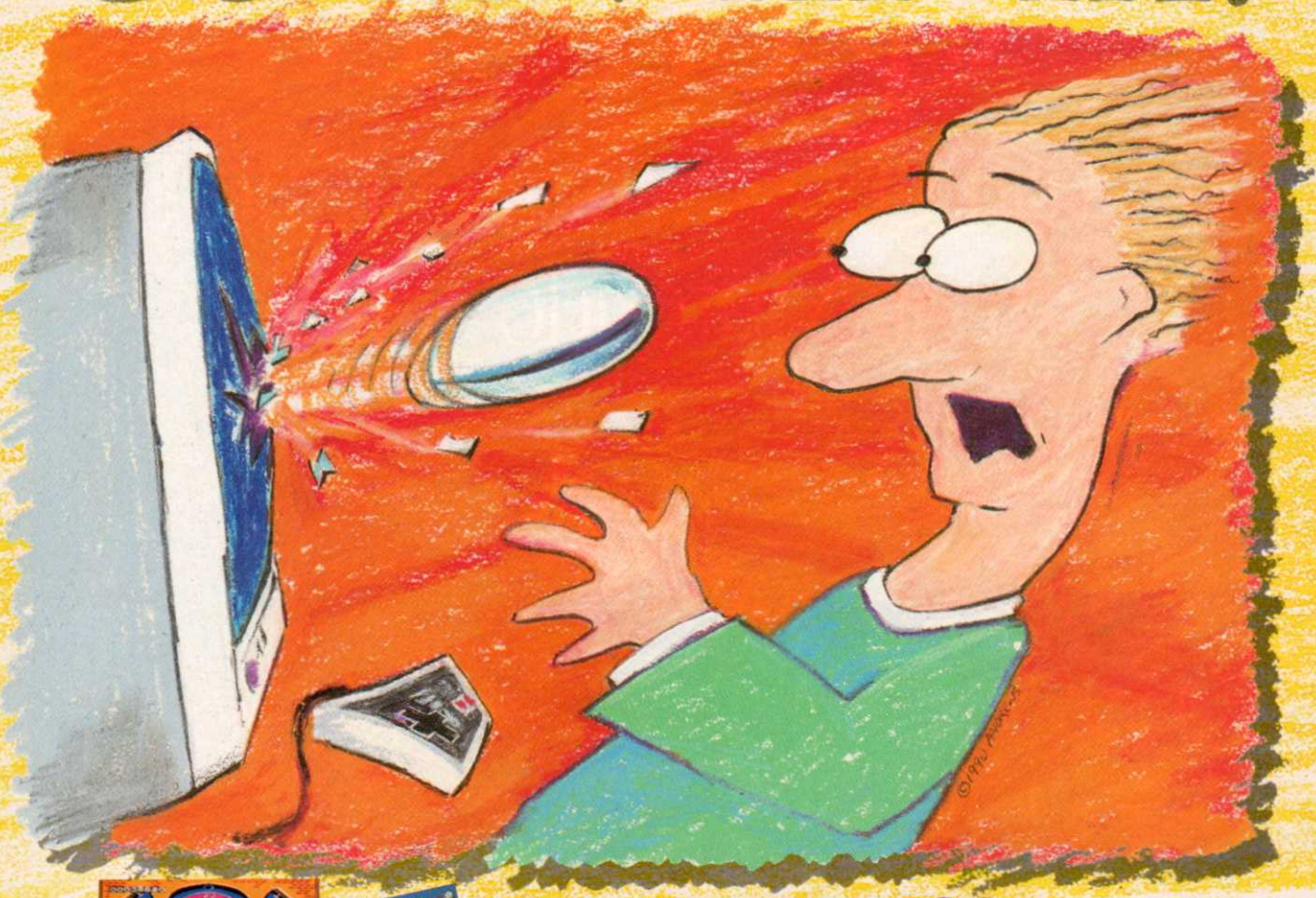


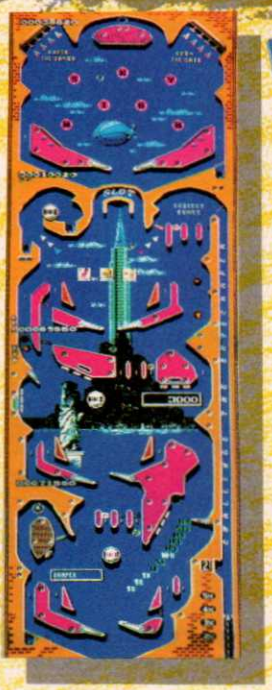
Password to Map 22: **ARBINE**

Password to Map 32: **WINNER**

Marc Brunet, Gatineau, Canada

COMIN' AT YA!





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Can you guess who's behind these great Nintendo® games?

Technos!

Now with the hottest 2-player action anywhere!

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It's you and your buddy versus the meanest, baddest drug lord in town. He's holding the entire high school hostage, and only the two of you can expel him.

You'll both go to battle against ghoulish gangs and depraved dropouts. Along the way, you'll gain extra power and strength. And you'll need all you can get. School's out forever, unless you answer the call!

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Ask ThePros

Nintendo

Shadowgate

Dear ASK THE PROS,

How do you get the key from the skeleton in the shark-infested waters in the beginning of the game?

Frankie Onder, Des Moines, IA

Dear Frankie,

Great question! And one of the most frequently asked questions regarding Shadowgate. To get the key from the skeleton's hand, you must first find a sack of three colored jewels. Next, go to the room with the pedestal and the trap door. Place the proper jewel in the hole in the wall and a crystal sphere will appear on the pedestal. Take the sphere – it is very important! Now, go to the lake area (where the skeleton and key are). Drop the sphere in the lake and watch as the lake suddenly becomes a frozen pond. Walk across the ice to the skeleton and take the key.

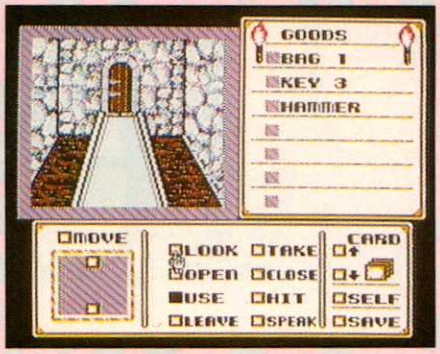
Dear ASK THE PROS,

In Shadowgate how do you get across the room with a firecovered floor. I know you use the crystal ball but as soon as you enter the room it forces you back outside.

Matthew Veinotte, Nova Scotia, Canada

Dear Matthew,

You're right! You do need the crystal ball to freeze the floor and eliminate the fire, but there is another item you'll need if you want a chance to throw the crystal ball into the fire – the robe of protection. This is the robe hanging on the wall in the room with the spectre. Defeat the spectre and take the robe. It will protect you from the flames in the room long enough to throw the crystal ball into the fire.



Sega Master System

Alex Kidd in High Tech World

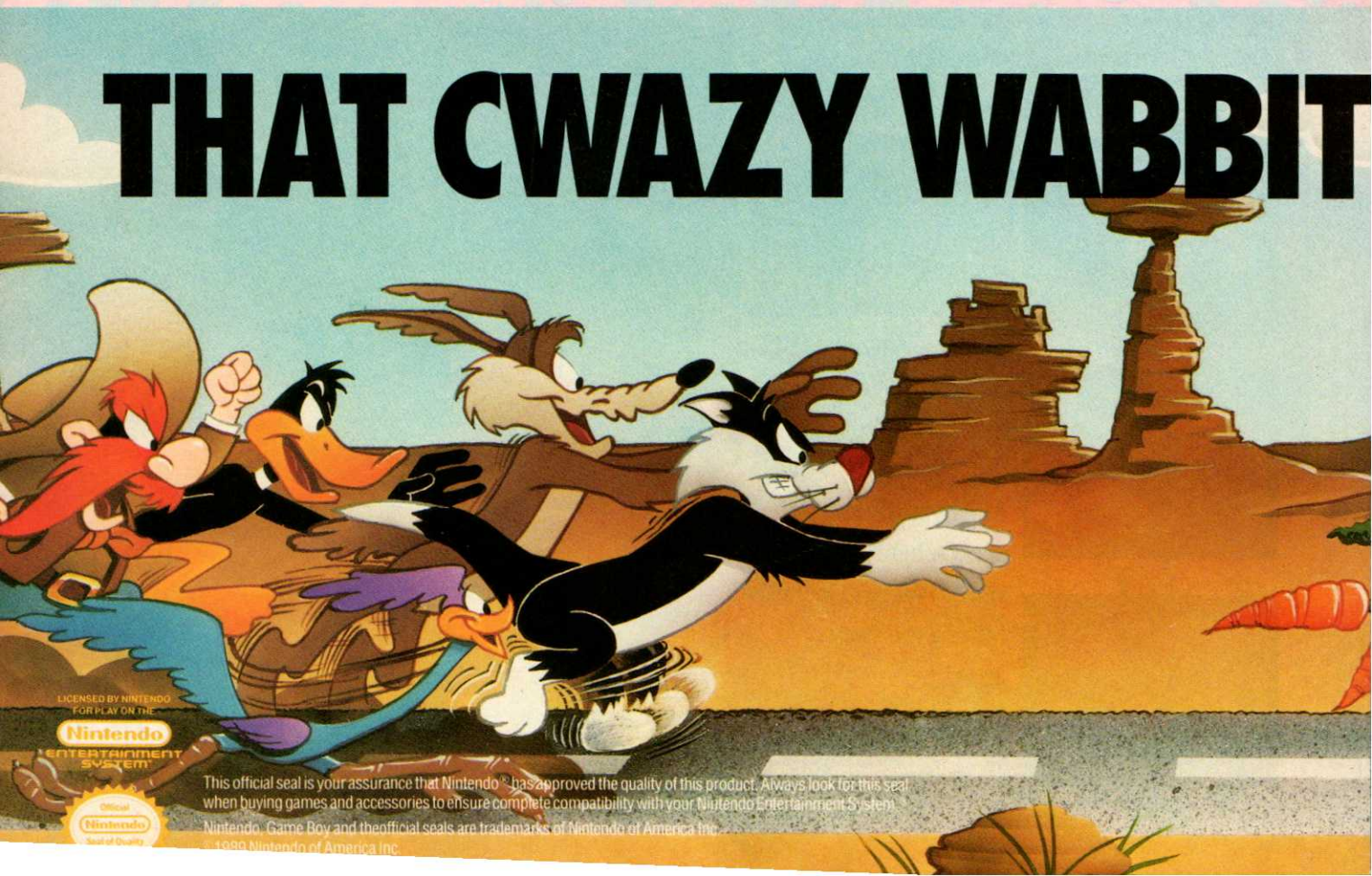
Dear ASK THE PROS,

I can't seem to find the Travel Pass in the village that lets you go through the checkpoint and into the arcade.

Jeffrey Tam, Brooklyn, New York

Dear ASK THE PROS,

How do you get your travel pass in Alex Kidd in High-Tech World? I can get my fake travel passes in the village, but I



cannot get my real travel pass to get to the arcade.

Jason Long

Dear Jeffrey and Jason,

To get a REAL travel pass in Alex Kidd in High-Tech World you must go to the temple in the village. While in the temple you must pray to the gods 100 times to receive your REAL travel pass.

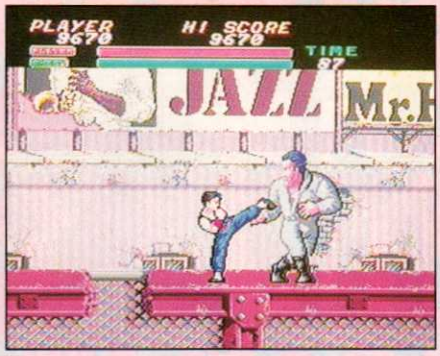
TurboGrafx

Vigilante

Dear ASK THE PROS,

In Vigilante for TurboGrafx, do you have any helpful hints on beating the last guy? He's impossible.

Teresa Ha, Tappan, NY



Dear Teresa,

Impossible? No, just very difficult. Here are some hints for defeating the very tough last enemy:

1. It is important to use as few of your "continues" as possible before you get to the last enemy. You'll need all your continues to whittle away at the strength of the last enemy since the enemies retain the damage you've inflicted on them after you die. The more continues you have available, the more damage you can cause.

2. Charge the enemy and kick him in the chest. While he is recovering from the kick, duck down and kick at his shins repeatedly.

3. Most importantly, when you die and come back to life you are invincible for a few seconds (while your character is blinking). Use this time to inflict as much damage as possible on the enemy.

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO Magazine
Ask the Pros
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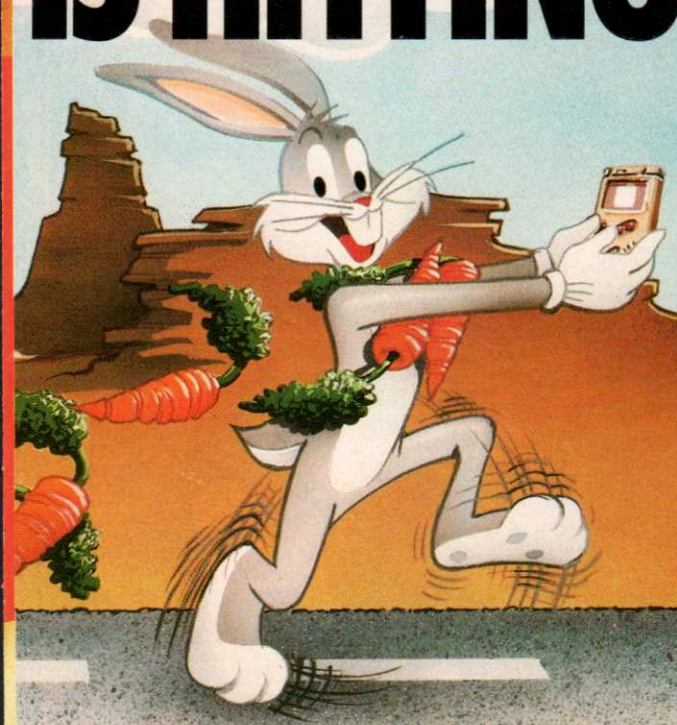
IS HITTING THE WOAD.



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Bugs Bunny,™ everyone's cwaziest Nintendo® hero, is out to save his main squeeze, Honey Bunny™ from the welentless clutches of Daffy Duck,™ Yosemite Sam,™ Wile E. Coyote™ and pals.

But this time on the new Nintendo Game Boy.® Now you can take the whole gang with you wherever you go.

Help Bugs make his way from creaky room to spooky chamber. Slip in and out of mysterious doors and stairways.

Even hurtle through an endless maze of drainpipes.

Carrots score points. Cargo crates and boxing gloves help fend off that band of wascals on your way to wescuing your kidnapped sweety.

Bugs Bunny's Crazy Castle adventure and Nintendo Game Boy.

Zany fun, to go.

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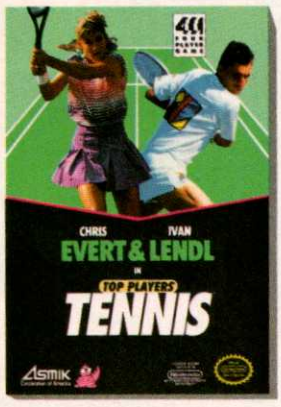

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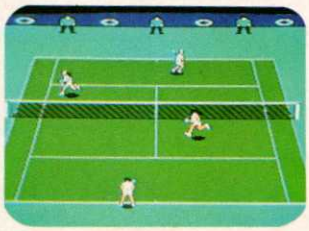
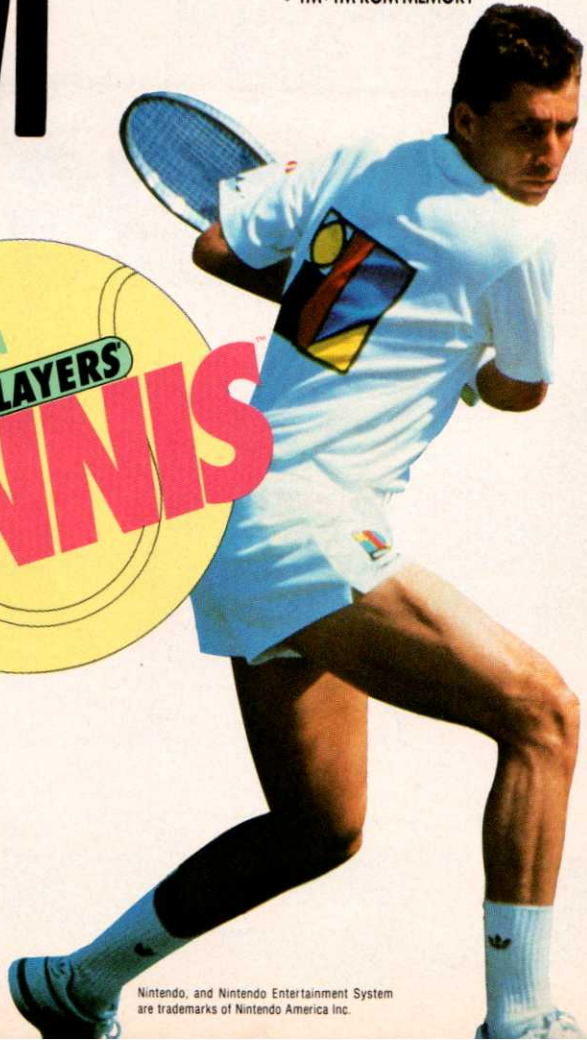
IN TOP PLAYERS TENNIS™





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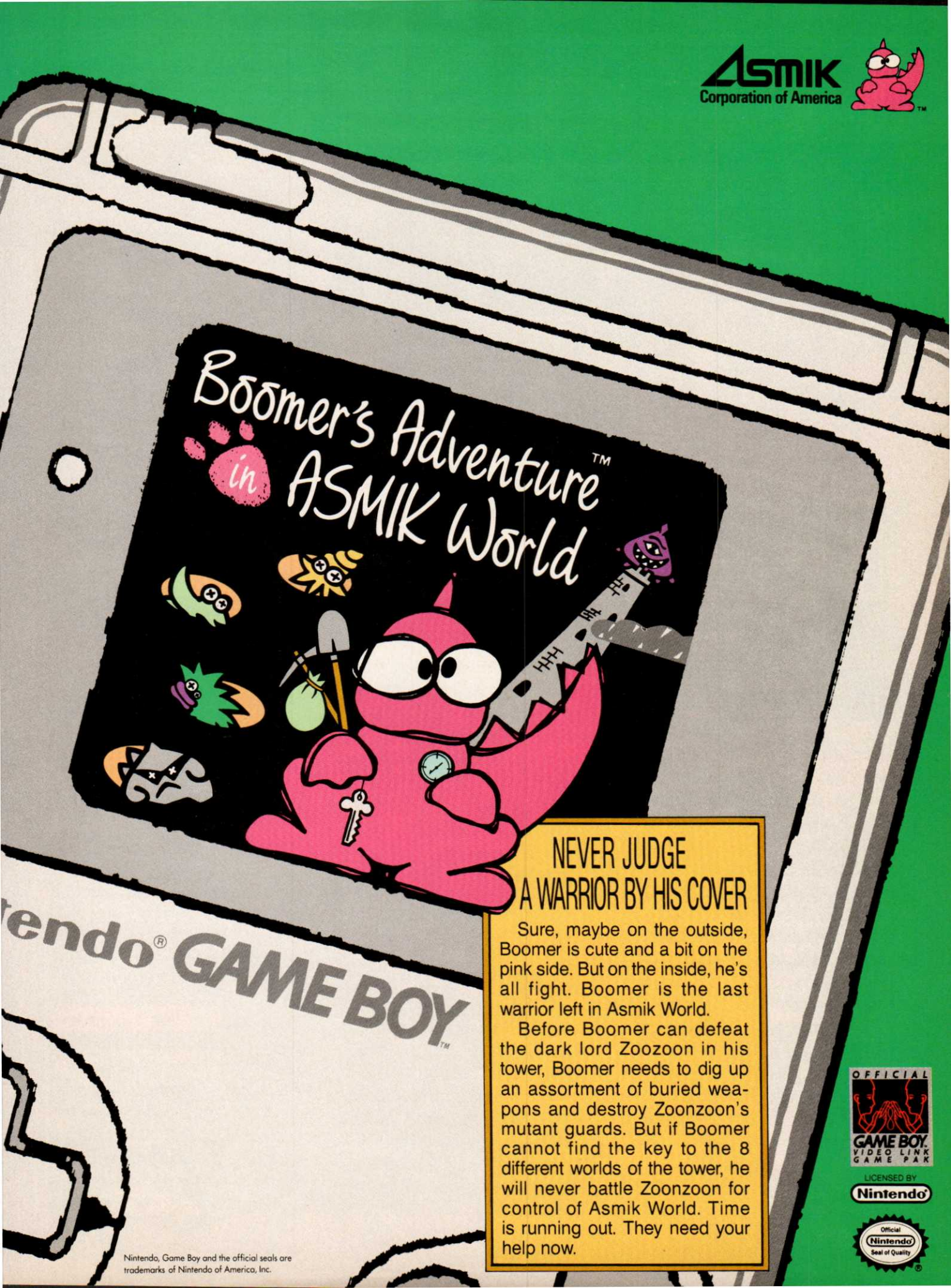

NEVER JUDGE A WARRIOR BY HIS COVER

Sure, maybe on the outside, Boomer is cute and a bit on the pink side. But on the inside, he's all fight. Boomer is the last warrior left in Asmik World.

Before Boomer can defeat the dark lord Zoozoon in his tower, Boomer needs to dig up an assortment of buried weapons and destroy Zoonzoon's mutant guards. But if Boomer cannot find the key to the 8 different worlds of the tower, he will never battle Zoonzoon for control of Asmik World. Time is running out. They need your help now.

OFFICIAL GAME BOY VIDEO LINK GAME PAK

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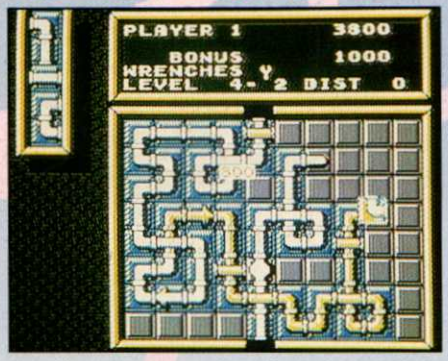
Short ProShots

Nintendo

Pipe Dream (Bullet Proof Software)



If the "drip, drip, drip" of a leaky faucet is enough to give you a headache, just wait until you get an eye-full of Pipe Dream, a virtual plumbing nightmare. In this computer favorite gone cart for the NES, you take seven basic pipe pieces and fit them together accordingly. Sounds simple enough right? Wrong! You see there's water flowing through the pipes and if you don't get the joints hooked up in a hurry, you're gonna' get wet, not to mention lose the game. With a bit of quick thinking and some souped-up hand/eye coordination, getting through the 36 brain-wrenching levels of Pipe Dream will be "water under the bridge", or shall we say "pipes".

Solstice (CSG Imagesoft)

Gameplayers with a true sense of adventure must be willing to risk their lives, but not their integrity. Think you've got what it takes? If so, read on for further details about Solstice, the all new cart for the NES. As the legend of Solstice goes, somewhere deep in the dark, foul catacombs of Kastlerock, home to the evil Moribus, lie six tiny pieces of wood that make up the magical staff of Demnos. This little stick has enough power to take hold of the destiny of both heaven and earth. Of course, there is one small problem. If someone doesn't find the missing pieces of the staff and rescue the Princess Eleanor from Moribus real quick, life in the dark ages may just be snuffed out all together. If you're both noble and brave, enjoy a good role-play challenge, like to use magic potions, and aren't afraid to search over 200 rooms in the dank innards of Moribus's domain, Kastlerock, than you are our person. Serious inquiries only.

Skate or Die 2 (Electronic Arts)

Good news! For all of you who've been holding your breath in anticipation of the smash PC hit, Skate or Die, to turn cart, breathe easy 'cause it's Skate or Die 2. Yes, Electronic Arts has done it at last and here's how it goes. One day while jammin' down the sidewalk on your ultra-narly skate board – Splatto! – there's a poodle sticking to your wheels. Unforunately done doggie

happens to belong to the Mayor's wife. Yo, dude, if you haven't already guessed, things are lookin' mighty bogus. Now, you and your heavy-duty skatin' ramp have been sentenced to the junk pile. Skate your way through various levels, collecting items such as tacos, chili, fries, and tapes, to trade for the materials you need to build a new ramp. Of course, that's just the tip of the iceberg as you've also got a variety of goons on your tail. There's no time to lose, dudes, so get stoked for some ramp-action in Skate or Die 2.

Double Dare (Gametek)

Have you ever stuffed boiled eggs into the mouth of a clown? No? Surely you've tried shooting a friend out of a cannon and into a humongous plate of slippery spaghetti? Well, if you haven't at least seen one of these hilarious stunts you're in for a real treat, 'cause Double Dare, an American T.V. favorite, has gone cart-smart for the Nintendo. Hold onto your hats, gamers, that's only the first half of the Double Dare. The other half requires some honest to goodness noggin'-knockin' with over

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BOULDER DASH®

Rockford, the son of an adventurer, takes up the quest from his late father's will. To find the Secret Jewel of the Six Worlds, the quest begins in the strange and perilous Boulder Dash!

An underground world swarming with weird enemies, all out to prevent you from collecting the priceless diamonds just waiting to be mined. Can you master the enchanted walls, transform butterflies into jewels, find the mysterious escape tunnel, and get away from the growing amoeba before it engulfs you? Six different magical worlds of adventure await you in BOULDER DASH!

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1,000 brain-crunching questions. Wow, talk about a double whammee! Whether you play with a friend or against the computer, you're not going to want to miss this laugh-attack opportunity.

Pinball Quest (Jaleco)

Good news, Pinball Wizards, your passion has made a comeback, only this time there's a whole new twist. Jaleco's new Pinball Quest for the NES combines some old and new pinball action with the excitement of a role-play. With up to four-person play, take your pick as you tackle some zany scenarios such as a pinball golf course, complete with sand traps, water hazards and pesky gophers. Here's the best part, though. Should you feel a bit bored with the traditional pinball challenge, just select role-play from your menu screen and you're off on an incredible six-level adventure where you take on the personality and form of a pinball. You venture through graveyards, rivers, and dungeons to rescue the Princess Bali, who's been kidnapped by the evil Beezelbub. Wow! Sounds like it's time to play ball!

Boulder Dash (JVC)

It was your late father's last request that you, Rockford his only son, carry out the last, most vital adventure he simply hadn't the strength to finish – the quest for the Secret Jewel of the Six Worlds.

Now, you must take on the death-defying challenge of Boulderdash for the NES. This 6 level, subterranean, purgatory teems with dangerous creatures such as the life-draining amoeba. Not all is bad, however. Amazing butterflies that transform into jewels and mysterious, hidden escape tunnels are there to reassure you that collecting the precious gems is possible. Will Rockford, the man of stone, carry out the legacy or will he be crushed like a bug by a dashing boulder?

Captain SkyHawk (Milton Bradley)

Have you ever dreamed of manning the controls of a super hi-tech F-14 VTS jet, fully equipped with Hawk bombs, Phoenix missiles, and a Spy Satellite Viewer? If you haven't, start dreamin' 'cause while we weren't looking a group of alien invaders decided to pay Earth an uninvited visit. Now, it seems they don't want to leave until they've drained all of the energy out of the planet and transported it back to their space station. And that's not all! After they've sucked the life out of the planet, they plan on vaporizing us! Fortunately there is still hope and his name is Captain SkyHawk. As co-pilot, it's up to you, Captain SkyHawk, and your F-14 VTS to stop the desecration of Earth.

Genesis

Target Earth (Dreamworks)

It appears that Rex, space hero of the new Genesis action space-fantasy Target Earth, is feeling a bit vexed. Why? Unfortunately, Earth is (as usual) under siege and if Rex doesn't successfully accomplish six major space-age missions and destroy the cyborg armada, it's going to be eternal nap-time for Mother Nature and all her kids. Plowing through battles that take place on both Earth and in outer-space, Rex, with your help of course, must overcome countless enemy attacks led by the evil Rance. Will Mother Earth survive yet one more brutal attack?

TurboGrafx

Double Dungeons (NEC)

A rumor, flowing amongst the kingdom, tells us that somewhere deep within the dank, musty dungeons lies a great treasure. Little is known about these riches as few have dared to venture forth within these menacing caverns,

HOT HANDS!

Blistering action, multiple skill levels, super graphics, a bigger screen and the most realistic sound effects ever make Acclaim's SuperPlay™ hand-helds the games to beat. With high-tech features like an arcade-style continue mode, high score memory and roll-over scoring, the better you get, the greater the challenge! So if you're tired of just twiddling your thumbs and crave real power in the palm of your hand, fire-up an Acclaim SuperPlay hand-held ***Feel the Heat!***

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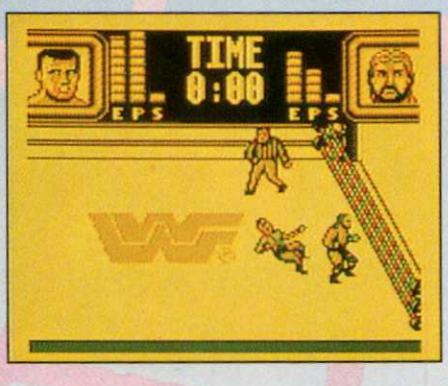
filled with all types of horrifying, dangerous creatures. Alas, the king demands that these riches be recovered and has decided to send out out a warrior (you) to face the danger. Now, in Double Dungeons for the NEC, you must find the treasure by working your way through over 20 twisting, turning hallways, filled with snakes, killer bees, poisonous, man-sized spiders, and more. It's a dark and dirty job, but who would dare say no to the king?!

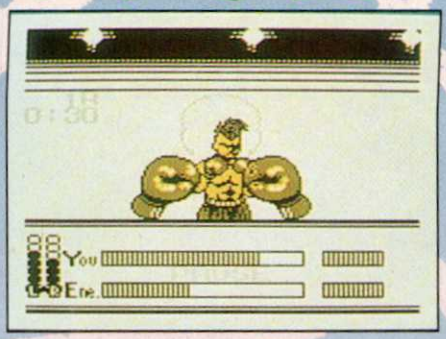
Game Boy

WWF Superstars (Acclaim)



What do you think your mom would say if you invited big time wrestling favorites Hulk Hogan, the Ultimate Warrior, and Randy Savage over for dinner? Hold on, Mom, before you turn three shades of purple let us assure you, you'll probably never even have to see their faces 'cause these massive marauders have been shrunken down, via Acclaim, into nice neat, tidy Game Boy-size characters. Now in WWF Superstars, you can go against the computer or head to head with a buddy to try out some of these guys' favorite moves. Whether it be a body slam or an elbow smash, you're just a finger tip away from experiencing the glory of big time wrestling. Look Ma, no dirty dishes!

Heavyweight Championship Boxing (Activision)

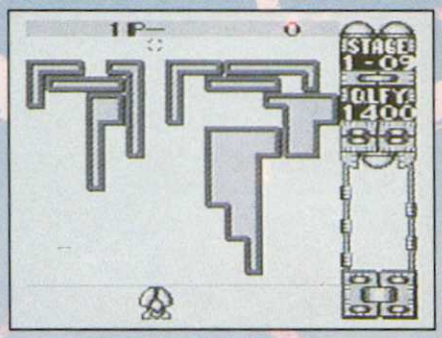


Attention, all boxing fans! Big time boxing is ready and waiting to hop into your pocket and go, go, go! That's right sportsters, Heavyweight Championship Boxing has been scaled-down to a slick, Game Boy size cart. You can assume the role of an up and coming amateur boxer and work your way up the ranking ladder. You can even choose your man's speed, stamina, and punching power and that's not all! Fight from a ringside view or from the first-person viewpoint where you'll stare straight into the eyes of your ugly opponent. Wow! That's pretty impressive for a little guy like the Game Boy! On that note, all we can say is with an uppercut, a jab, and a shuffle to the right, pick up your GameBoy and head for the fights!

Gargoyle's Quest (Capcom)

Last time the Ghoul Realm faced the Destroyers, the mysterious Great Fire swept through the kingdom and miraculously wiped out the Destroyer army. Several hundred years have passed, and now the Destroyers are back for a rematch. But the Ghoulies are in trouble – nobody really knows how to call forth the Great Fire! The only clue to the survival of the Ghoul Realm is a legend that only the sole heir to the Red Gargoyle can bring back the magic flame. As Firebrand, guardian Gargoyle of the Realm, you must discover the heir to the magic flame and save the Kingdom. Can you light a fire under the Destroyers? Gargoyle's Quest packs a ton of horizontally and vertically scrolling action into a small package. Gargoyles never looked so good!

Quarth (Konami)



According to the standard English dictionary, the definition of the word "puzzle" is: To confuse or perplex. O.K., that sounds simple enough; however, after you get a taste of Konami's new Game Boy cart, Quarth, you'll probably be tempted to rewrite that definition to: Aggravation or Neurosis. Well, in this game the object is to complete various, unfinished puzzles by shooting blocks from your spaceship into the unfilled areas. The problem is that the puzzle you're trying to fill in is heading right for you and if you don't get it filled in quick enough (making it disappear) it's going to crush you. Are you ready to start rewriting those dictionaries?

SAVING THE WORLD NEVER USED TO BE THIS TOUGH.

All you had to do was find the bad guys and punch their lights out.

Well, it's not that easy anymore.

An evil master race is now vying for world control. To save the planet from eminent doom, you must gather intelligence, execute a plan of attack and thwart their efforts at every juncture.

You're *Rocket Ranger,* defender of world peace.

Strap on your rocket pack and launch an all-out effort into the stratosphere.

Pick up *Rocket Ranger* today. The world desperately needs your help.

ROCKET RANGER™

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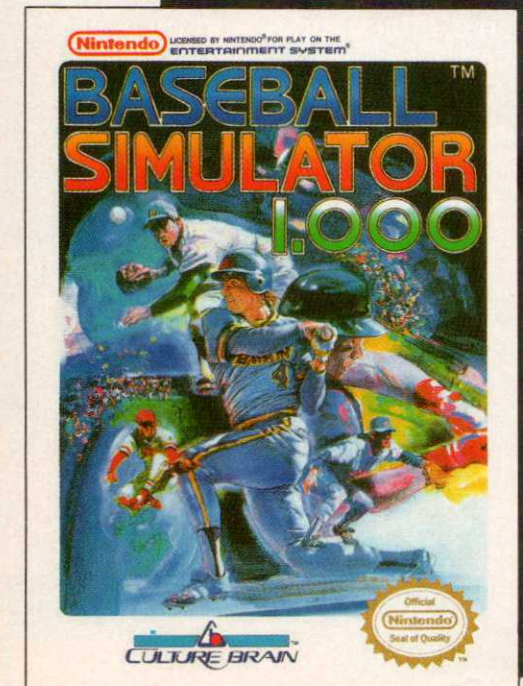
YOU COULD BE THE CHAN



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The ultimate action baseball.

Full editing for up to six teams.

Play ball with your favorite major league stars, heroes from the past, fantasy leagues—even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

A complete, six-team, 165-game Pennant Race.

Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season-monitor their stats, even get top-10 rankings in batting and pitching.

Fully automatic simulation.

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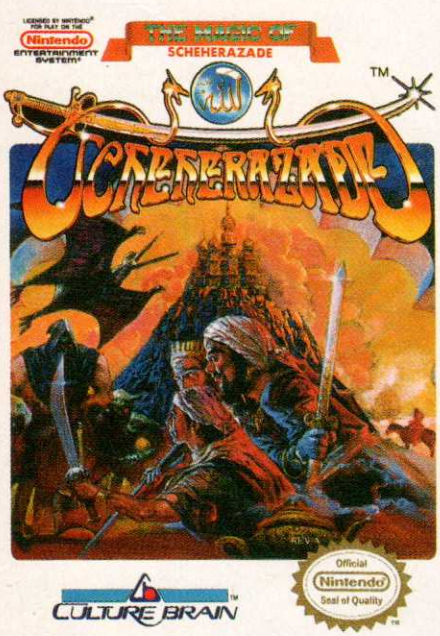

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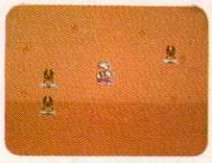

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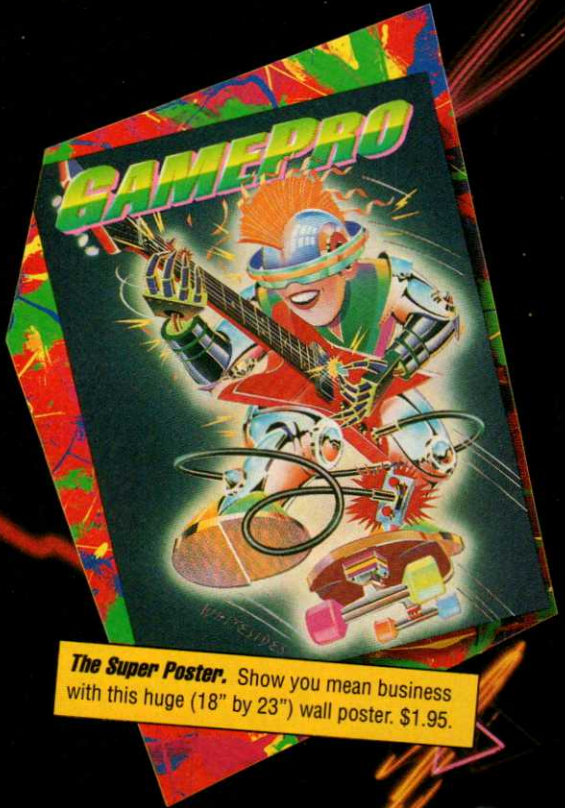

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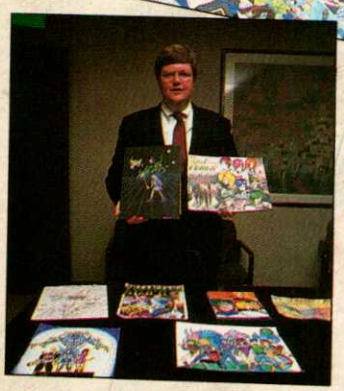
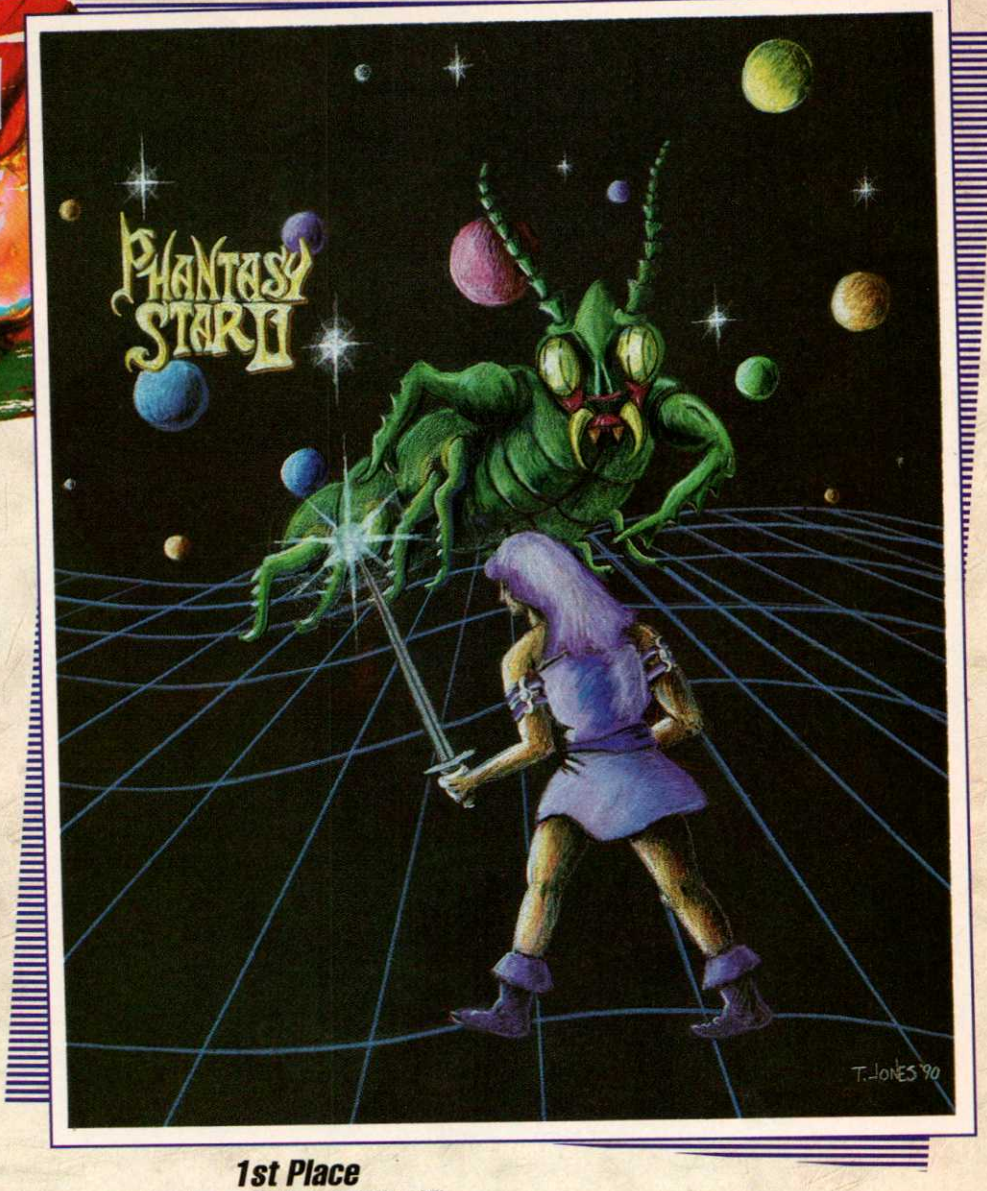
Phantasy Star II Art Contest

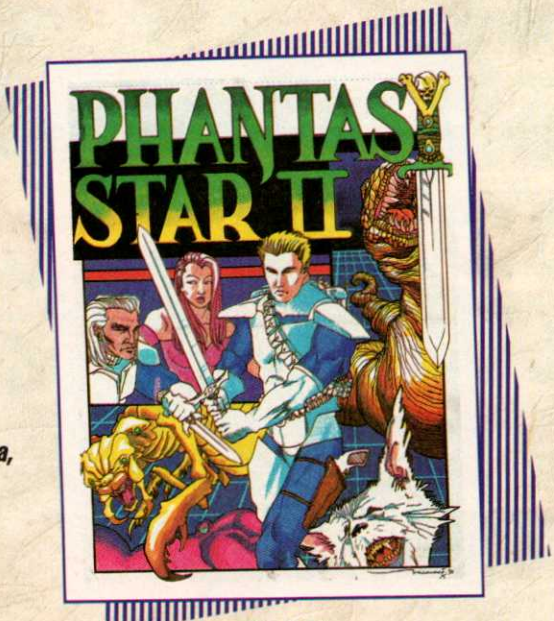
It was a tough selection, but here are the finalists from our March 1990 contest. First and second place winners were displayed in the Sega Booth at the June Consumer Electronics Show in Chicago.



***Top and Middle:** Sega staff and counselors select the winning art. **Bottom:** Al Nilsen, Director of Marketing for Sega of America, holds the winning entries.*



1st Place
Tom Jones, Carthage, MO (Age 25)



3rd Place
Broderick Macaraeg, Vallejo, CA (Age 24)

3rd Place
Y.K., Jamaica, NY (Age 16)

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Phantasy Star II Art Contest

2nd Place
Won Choi, Dallas, TX (Age 16)

3rd Place
Danny LaBianca, Staten Island, NY (Age 14)

Winner—Under 10 Catagory
Josh Taugner, Glendale Heights, IL (age 9)

3rd Place
Jason Goad, Dayton, OH (Age 15)

3rd Place
Dean Sakai, Pukalani, HI (Age 16)

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E.A. Meets NES

In a long awaited and eagerly anticipated announcement Electronic Arts, the largest supplier of computer entertainment in the United States, confirmed that they have become a Nintendo licensee. The company plans a fall release for their first NES product, Skate or Die 2. A sequel to the smash NES hit, Skate or Die, this cart features all new skateboarding action for fans everywhere.

And in great news for Genesis fans Electronic Arts has also confirmed that they will be marketing titles for the Sega Genesis. The Genesis platform should allow for some fabulous translations of some of E.A.'s biggest computer titles. E.A. currently has three releases in the works–all well-known titles for computer gamers. Zany Golf, a miniature golf title, is billed as "everything you always wanted to see at Putt-Putt Golf but were afraid to imagine." The game is designed by Will Harvey and Sandcastle and has nine different, incredibly wild holes and eighteen levels of action. Release is scheduled for August. Budokan, an award-winning computer title, is a sophisticated and realistic martial arts game. You'll journey to Japan to study the martial arts of Karate, Kendo, Nunchaku, and Bo. Once you're ready you'll compete against other masters at the Budokan pavilion in Tokyo. The computer version of this title featured some of the most beautiful graphics we've ever seen. This should be a dynamite title for the Genesis. And last, but not least, E.A. is bringing the smash computer title Populous to the Genesis. In this role play title designed by Bullfrog you become a divine power out to conquer evil. You encourage your followers to go forth and multiply, build, and conquer in your name. You can even perform acts of God–floods, earthquakes, and the like. Of course, Evil is up to the same sorts of tricks! These last two titles should be on the shelves by the time you read this.

It looks like E.A. is entering the cartridge market with a bang–good news for gamers everywhere. We'll have more on all of these title in upcoming issues.

A Litter of Games for the Lynx

Lynx fans are excited about the announcement of titles in the works for the rest of 1990. Here's a rundown on current games and release dates:

Ms. Pac Man (June): A duplicate of the arcade classic. Two player simultaneous action.

Slime World (June): An original title that allows up to eight players to enter a world of slime-filled caverns competing on six different levels.

Klax (July): A one-player puzzle title similar to the arcade version. Use a paddle to catch bricks as they fall off conveyer belts and stack them by color horizontally, vertically, and diagonally.

Paper Boy (September): Deliver papers, break windows, and avoid dogs and cars in this version of the popular arcade title.

Rampage (September): A four-player title similar to the arcade hit. You become a monster and advance by smashing buildings and eating people!

Xenophobe (September): Another popular arcade hit this title puts you in an alien space station. Become one of five characters and clear the space station of alien invaders.

3-D Barrage (September): A one or two player title similar to 3-D Break-Out.

Zarlor Mercenary (September): This intergalactic shoot-out is based on the arcade title of the same name.

Road Blasters (October): Fifty rounds of racing action where players shoot at each other with bombs and other weapons while they drive. Similar to the coin-op game of the same name.

A.P.B. (December): Control a police car driving through the city streets from an overhead perspective while you arrest criminals. Similar to the arcade version.

Checkered Flag (December): An original racing title.

Ninja Gaiden (December): Eight rounds of ninja action in this famous arcade title.

Vindicators (December): One or two players maneuver through this futuristic world from an overhead perspective. Destroy enemies, collect fuel, and keep moving!

Red Baron (December): A dog fight game pitting WWI-type airplanes against one another. The title is planned for four players.

Tournament Cyberball (Early 1991): This sequel to Cyberball puts you on the grid iron for a futuristic game of football where the players are robots.

Now there, Lynx fans. You've got a lot to look forward to!

Cinemaware Heads NEC's Software Blitz

NEC has announced that they've taken a minority equity position in **Cinemaware Corporation.** The rationale behind this move was an interest in fostering what Keith Shaefer, senior vice president at NEC Technologies, terms "leading-edge software development." Cinemaware is currently developing titles such as "It Came From the Desert" using CD-ROM based video game technology. With cinematic techniques Cinemaware programs interactive movies on compact discs, interweaving storylines, and in-depth character develop-

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ATARI SEGA TURBOGRAFX GENESIS Nintendo LYNX

IF WE DON'T HAVE IT— THEY DON'T MAKE IT

ment. The game features digitized footage of live actors incorporated into the gameplay and is designed so that the choices the player makes can actually change not only the progress of the game, but even the ending. NEC claims their involvement will not limit Cinemaware's game development to only the TurboGrafx platform and expressed an interest in making investments in other leading-edge software companies in the future.

And an update on confirmed TurboGrafx titles planned for the rest of 1990:

July: **Bloody Wolf, Chew-Man-Fu, Timeball, and Y's-Book I & II (CD).**

August: **Camp California, Devil's Crush (sequel to Alien Crush), Dragon's Curse (Desparado), Psychosis (Paranoia), Splatter House, and Red Alert (CD).**

September: **Bravoman, Drop Rock, Super Volleyball, T.V. Sports Football, World Beach Volleyball, Magical Dinosaur Tour (CD), and Final Zone II (CD).**

October: **Boxyboy, Legendary Axe II, Tiger Road, and Veigues Tactical Gladiator.**

December: **Battle Royale and Lords of the Rising Sun (CD).**

And In Other News...

If you go to watch some monster truck racing this summer, you're likely to see the **Acclaim** logo on trucks, hats, and uniform patches. Acclaim is acting as a sponsor for Bigfoot truck racing while they promote their Bigfoot Truck racing title for the NES. Acclaim has also been granted the right of first refusal to develop all WMS Industries (including **Williams Electronics Games** and **Midway Manufacturing**) for the NES, Game Boy, and SuperPlay hand-held electronic games. The first two titles are Narc and Arch Rivals. Acclaim plans to release three or four WMS titles annually. The possibilities are endless! **Asuka Technologies**, in partnership with **Atlus Ltd.**, is entering the Nintendo market. Their first release will be Cosmo Tank (see Short ProShots). This fall **Activision** will release a boxing title for the Game Boy called Heavyweight Championship Boxing. For one or two players the title puts you in the ring for twelve rounds against your choice of six different deadly boxers. Heavyweight Championship Boxing also has two different perspectives–a third person view of the ring action and a first person face-to-face look at your opponent. Ready for a September release is Mondu's Fight Palace, the new working title for the computer game known as Tongue of the Fatman. This Sega Genesis title pits bizarre and ruthless aliens against each other in hand-to-hand combat! At the June CES Activision will also preview two new NES titles that transport players out of this world and into strange and unusual galaxies. More on this soon. To clarify for those of you who are confused, **Capcom Company Ltd.** (of Japan) has licensed titles (such as Ghouls and Ghosts) to Sega of America for development for the Genesis system. However, **Capcom USA** is not a third party licensee for Genesis and currently has no plans to make cartridge titles for anything other than the Nintendo system. And yet another newer licensee is **MELDAC** (an acronym for **Mitsubishi Electronics**, **The Dark Ducks**, and **Crown Records**). The company's first title is Heianky Alien, a Game Boy adventure set 1,000 years ago in ancient Japan. **Taxan** has announced a licensing agreement with **Hasbro, Inc.** to develop an NES video game using G.I. Joe. Plans include a three meg cart with MMC3 configuration for super graphics. The game will have multiple quests, different difficulty levels, several endings, and a password capability. A Game Boy version of G.I. Joe is also planned.

At the annual American Video Association awards **Tengen** was named "Manufacturer of the Year–1989," beating out the likes of **Sega Game Systems, Sony**, and **Pioneer Corporation.** To keep the momentum going in 1990, Tengen is planning releases of such big titles as Pacmania, Klax, and Hard Drivin'. The company currently makes software for the NES, the Sega Genesis, and soon, the TurboGrafx-16.

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ProChalle

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When you have achieved your best score on any Nintendo, Sega, Genesis or Atari (7800 or XE) game, you may submit your score by sending us a photo of the screen. If you have the highest score, your name will appear in our next issue! Also, in each issue a drawing will be held of all high scorers, and one in each area (Nintendo, Sega, Genesis, Atari and Game Boy) will win a free GAMEPRO Supershirt!

For best photo results, turn out the lights in the room, use a 35mm camera and no flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and submit your score on video tape. (High scores submitted on photos and tape cannot be returned.)

In order to be fair to all players, please abide by the following rules:

1) Players must play the game continuously–for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.

2) Secret power-ups are allowed.

3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slo-mo is necessary.

4) Non-scoring games that you win by "finishing" require the same proof as scoring games. "Finish" scores will appear in one issue of the magazine.

Please mail in your proof of a super score, and print on a piece of paper your name, address, phone number, name of game, name of game system, score achieved, and mail to:

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ProScores
P.O. Box 3329
Redwood City, CA 94064

NINTENDO

Game	Player	Score
8 Eyes	Mike Puzdrak	Finished
	Jason Hancock	Finished
720 Degrees	Conrad D. Cheslock	365,400
1943	Donald E. Vasquez	2,621,400
Adventures of Lolo	Matthew Samuels	Finished
Alien Syndrome	Shane Stebanuk	202,500
Alpha Mission	John Mooney	242,220
Arkanoid	Craig Beggs	783,350
Balloon Fight	Adam Albert	691,950
Battle of Olympus	Fred Payton	Finished
Bionic Commando	David Wright	Finished
Black Bass	David Wright	21.9 lbs.
Bubble Bobble	Nicholas Wacker	1,770,390
Bugs Bunny	Michael Gaddis	132,500
Castlevania	Jeff Adkins	999,990
Cobra Triangle	Conrad D. Cheslock	979,300
Contra	Jim Hernandez	6,553,500
Deadly Towers	Fred Payton	Finished
Dig Dug 2	Charlie Kimble	415,100
Donkey Kong Jr.	Scott Lindsey	251,000
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	David Wright	210,900
Double Dragon 2	Michael Liebel	139,590
Double Dribble	Bruce Davis	Bruce 104 pts/Computer 24
Dragon Warrior	Mike Puzdrak	Finished
Duck Hunt	Doug Buford	998,500
Duck Tales	Vincent Barredo	11,877,000
Faxanadu	Corey Christian	Finished
Fist of the Northstar	Jake McKee	1,581,400
Galaga	David Higgins	284,710
Gauntlet	Kelly McKenzie	3,150
Godzilla	David Wright	9,646,700
Gotcha	Conrad D. Cheslock	651,870
Gradius	Scott Lindsey	3,652,000
Guardian Legend	J.J. Cano	9,999,990
Gyruss	Mike Moore	9,999,990
Gyromite	Kelly McKenzie	368,050
Hogan's Alley	Randy Bachmier	596,900
Indiana Jones	Kevin McLaren	9,999,999
Iron Tank	Ed Van-Tilburg	1,180,900
Jackal	John Meara	957,130
Karate Champ	Adam Albert	999,900
Kid Icarus	Conrad D. Cheslock	9,999,999
Kid Niki	Sam Wu	557,700
Kung Fu Master	Edouard Charbonneau	580,210
Legend of Kage	Roger Gullatte	706,650
Legendary Wings	Vincent Kelly	637,300
Life Force	Pierre Aparicid	1,192,300
Mach Riders	Shane Stebanuk	277,270
Marble Madness	Rohit Bose	124,480
Mega Man	Bob Christopher	1,227,300
Metal Gear	Sean Randall Evans	Finished
Mickey Mouscapade	Sean Randall Evans	1,020,450
Mighty BombJack	The Game Freak	13,008,920
Ninja Gaiden	Frank Nieradko	525,000
Operation Wolf	Joe Greenlee	761,900
Paperboy	Glenn Stockwell	191,300
Pinball	Phillippe Derouchle	502,280
P.O.W.	David Wright	224,700
Prisoners of War	Bryan Clickener	229,800
R.C. Pro Am	Jeff Dowis	255,845
Rad Racer	David Wright	39,443
Rampage	Mike Oliger	3,807,400
Robo Warrior	Frank Maruca	2,724,000
Rush 'n Attack	John Orr	1,182,600
Rygar	Ben Saners	Finished
Section Z	John J. Whittington	440,580
Seicross	Adam Albert	9,999,900
Shadowgate	Shane Snuffer	Finished
	Fred Payton	Finished
Shooting Range Party Game	Ray Venosdale	99,990
Skate or Die	Conrad Cheslock	44,500
Sky Kid	Todd A.Barber	367,500
Solomon's Key	Roy Inman	6,149,140
Spy Hunter	Mike Gampp	236,705
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Stinger	A.J.F.	2,656,300
Strider	David Wright	Finished
Super Dodge Ball	Matthew Samuels	Finished
Super Mario Bros. III	Jason Sabato	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Tecmo Bowl	Walter R. Prendes	World Champion
Teenage Mutant Ninja Turtles	Christopher Pollock	2,026,800
Tetris	Randall Kennedy	185,624
Tiger Heli	John Ketchem	108,950

nge Board

NINTENDO (cont.)

Game	Player	Score
Top Gun	Wayne James	91,600
Town & Country Surf Design	Danny Spies	109,770
Track & Field	Adam Albert	999,999
Track & Field II	Walter R. Prendes	Champion
Trojan	Berny Kiel	308,000
Willow	Mike Puzdrak	Finished
	David Lowe	Finished
Wings	Conrad D. Cheslock	1,016,000
Wizards and Warriors	Ben Sanders	180,285
World Runner	Adam Kline	669,650
Wrecking Crew	Shane Stebanuk	999,400
Xenophobe	Adriano Garcia	999,990
Zanac	Dave Hanych	36,783,810
Zelda	David DiMarcantonio	Finished in 5 games
Zelda II	Xuong Lu	Finished in 1 games

SEGA

Game	Player	Score
Action Fighter	Claudiu Lorentz	1,149,360
After Burner	Robert Wong	9,599,400
Alex Kidd/Lost Stars	André St. Laurent	123,200
Alex Kidd/ Miracle World	Gus Zambrano	137,200
	Todd Bustillo	210,600
Alien Syndrome	DeAngelo Price	116,500
Altered Beast	George Sun	365,700
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	John G. Polizzi	5,031,200
Bomber Raid	Gus Zambrano	785,000
Calif. Games, BMX	Alex Bisono	60,400
Calif. Games, Half Pipe	Alex Bisono	23,650
Choplifter	Wayne Frick	3,327,200
Double Dragon	Brian Gaudreault	1,213,780
Enduro Racer	Chris Camero	6'06"50
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Vanessa Mihara	6,573,200
GangsterTown	Gus Zambrano	167,920
Hang On	Gus Zambrano	4,125,080
Kenseiden	Jake Harvey	112,700
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter 3-D	DeAngelo Price	217,400
Miracle Warriors	Brian Gaudreault	Finished
Missile Defense 3-D	Sam Wu	345,600
My Hero	André St. Laurent	586,590
Out Run	André St. Laurent	39,592,690
Phantasy Star	Brian Gaudreault	Finished
Poseidon Wars	Michael J. Andrus	165,852
Power Strike	A.J.F.	4,476,980
Pro Wrestling	Michael J. Andrus	552,300
R-Type	Jordan Crane	1,153,000
Rambo	Michael J. Andrus	1,368,320
Rambo III	Shane Gransden	60,500
Rampage	Gus Zambrano	937,470
Rastan	Brian Gaudreault	2,081,990
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Matt Slezak	1,321,400
Shinobi	Todd Bustillo	1,165,750
Shooting Gallery	Donald Simpson	42,300
Space Harrier	Zak Druzba	35,540,810
Space Harrier 3-D	DeAngelo Price	18,517,740
Spellcaster	Matt Cameron	Finished
The Ninja	Zak Druzba	2,200,700
Thunderblade	Michael J. Andrus	2,510,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Wonder Boy in Monster Land	Vanessa Mihara	1,363,800
Zaxon	Gus Zambrano	75,900
Zillion II	Brian Gaudreault	359,000

GENESIS

Game	Player	Score
Alex Kidd-Enchanted Castle	Kevin MacKenzie	Finished
Altered Beast	Todd Bustillo	2,381,100
Arnold Palmer Golf	Dennis Banomini	4 Pars/13 Birdies/ 1 Eagle/level 12/total 16
Forgotten Worlds	Eli Cook	Finished
	Ronny Engrassia	Finished
	Sebastian Thibaudeau	Finished
Golden Axe	Jonathon Zaremba	Finished
	Michael Schellenberg	Finished
	Michael Campana	Finished
Last Battle	Jonathon Zaremba	Finished
Phantasy Star II	Zack Carter	Finished
	Robert Layne	Finished
	Luciano D. Geronimo	Finished
	Victor Wang	Finished
	Matt Gehrke	Finished
Rambo III	Ben Ritchey	443,650
Revenge of Shinobi	Brian Gaudreault	1,880,700
Space Harrier II	Brian Gaudreault	25,664,100
Super Thunder Blade	Shane Stebanuk	9,185,560
Thunder Force II	Lee Venteicher	2,983,310
World Champion Soccer	Jonathon Shek	World Champion

ATARI

Game	Player	Score	Setting
Asteroids	Joe Knox	97,700	INT
Dark Chambers	John J. Whittington	680,600	
Dig Dug	Eugenio Angueira	120,780	
Desert Falcon	John J. Whittington	588,034	
Donkey Kong	John J. Whittington	106,700	
Double Dragon	John J. Whittington	120,600	
Food Fight	Steve Vineyard	11,919,800	INT
Galaga	Dean Bucholz	5,075,010	
Jinks	John J. Whitington	34,330	
Joust	Greg Vandendriessche	337,800	INT
PACMAN	A.J.F.	142,640	Banana
Popeye	Peter Boadry	116,910	
Rampage	Shane Shaffer	159,950	INT
Robotron	John J. Whittington	3,648,375	
Mario Bros.	John J> Whittington	135,600	
Super Mario Bros.	John Whittington	186,630	
Tower Toppler	John J. Whittington	152,940	
Xenophobe	Heath Holloway	2,139,930	
Xevious	Buzz Morgan	811,910	INT

GAME BOY

Game	Player	Score
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Tetris	Jonathon Wheeler	79,559

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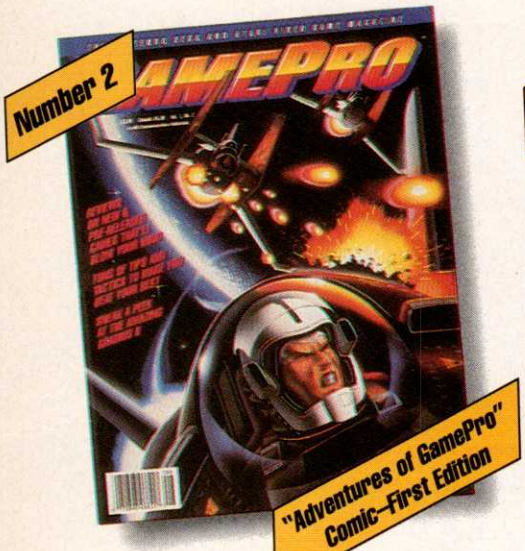

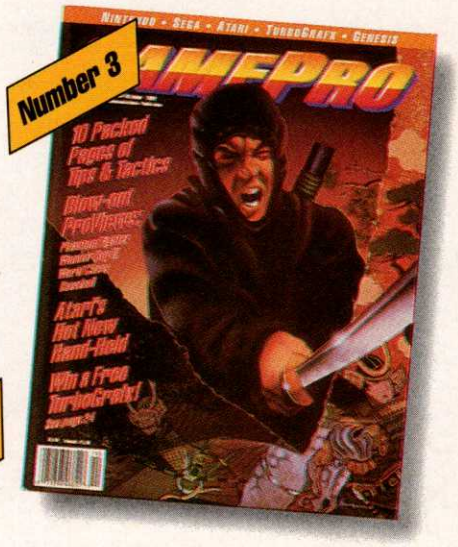

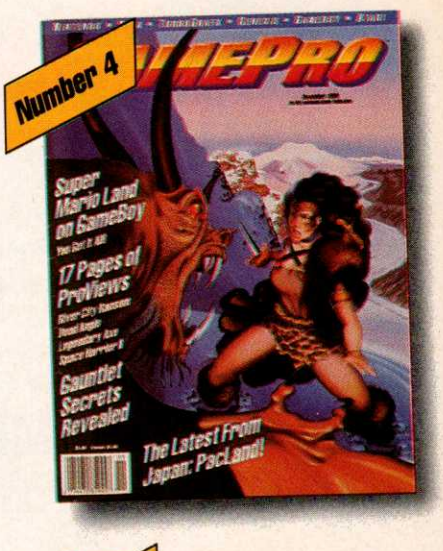

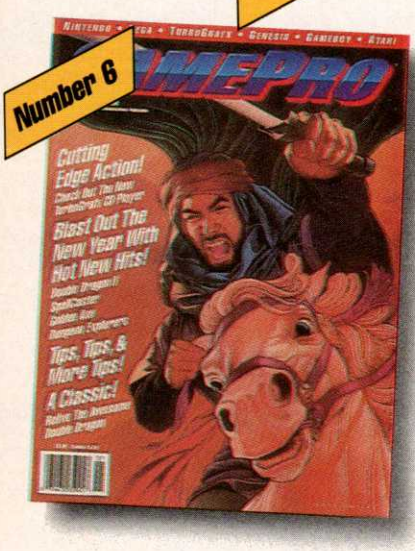

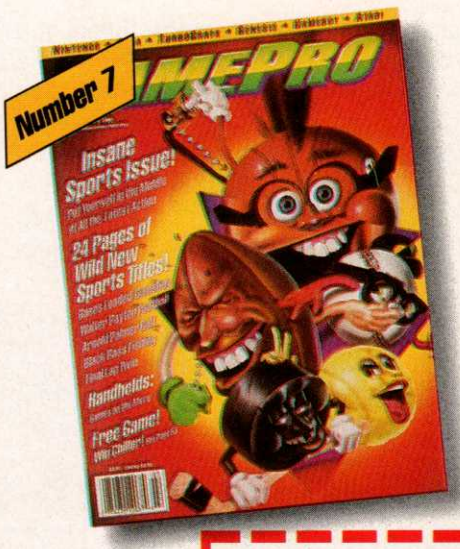

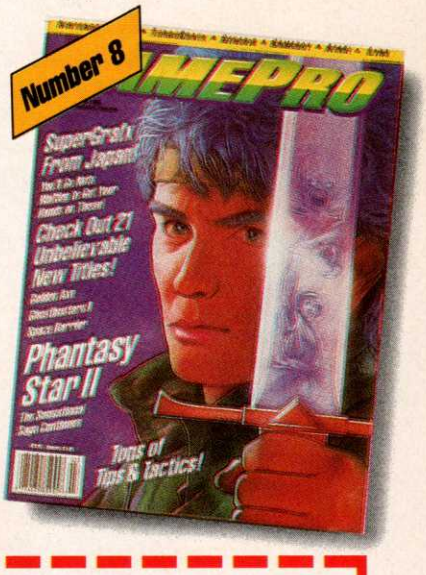

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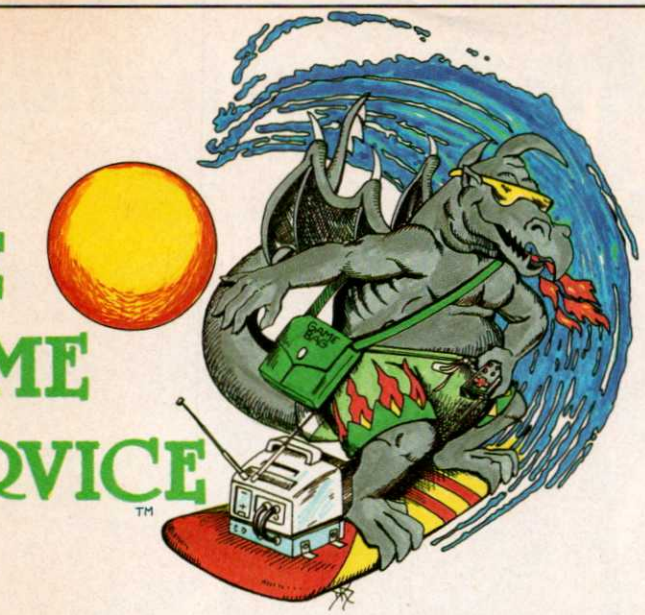

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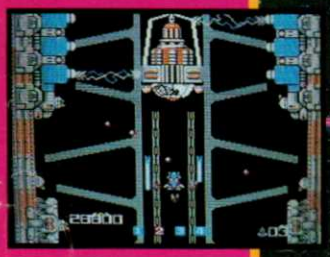

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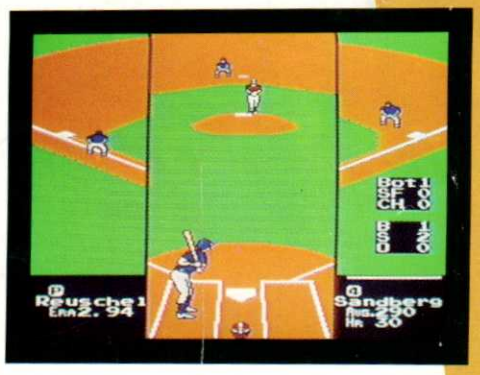

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